**Main Project – Sprint Review and Retrospectives**

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CS 250 – Software Development Life Cycle

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**Abstract**

This paper is reviewing the role of the scrum master, and all the past roles that were issued during the timeline of this course. During the past 7 weeks, I have been able to learn about Scrum team, agile development methods, and waterfall development methods, user stories, and much more. I discuss those topics herein this formal submission. I conclude all this information from the discussion, analysis, participation, and summarizing I’ve done over the time of this course. I also disclose other discussions about personal opinions on said topics I’ve mentioned above.

***Retrospective***

1. *Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.*

The various roles on my Scrum Team all worked together to complete the scheduled work ahead of us. While the Product owner working on a product backlog and organizing the user stories for deployment to the development team, the scrum master was working on getting a scrum system set up that best fits the project for SNHU Travel. The development team was working with code management and evolving the product with test-driven development. Working together and communicating with each other during the daily stand ups that the Scrum master was facilitating, created a transparent place for us to help each other and communicate our obstacles.

1. *Describe how a Scrum-agile approach to SDLC helped each of the user stories come to completion.*

Scrum helped the foundation of the user stories grow using detailed user stories, which were deployed to the team. A scrum approach can be taken to user stories, as well as a Kanban approach. User-stories create a clear idea of what the user wants to see in the product. Using a Kanban board, we can organize the difficulty of the User stories on the board and help assign which task with which team it belongs to. This helps create a clear communication between the team, on who’s completed what, what is currently being worked on, and what needs to be done. It also helps us take in more user-stories, so we can add to the tasks that are already done.

1. *Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.*

Scrum and agile environments were invented for the reason of accepting changes for the final product. The product owner oversees plan schedule for future obstacles and updates a new test case and changes whenever possible. This helps the product owner communicate changes to the team that are just seen as modifications or additional work orders. The use of burn down charts can help identify changes in the timeline. This gives the development team an idea of how they want to approach the upcoming changes, and the scrum master an accurate idea of a project due date. Once changes were made, it was communicated that the due date would need not to have been changed.

1. *Demonstrate your ability to communicate effectively with your team by providing samples of your communication.*

There was a lot of communication happening between the team and I. When I was approached with an obstacle that the customer had wanted to change their features from the product owner, we had to quickly change tracks, and still promise the same arrival time. Because we adopted an agile approach, we had to adjust to any changes during the work of the product. I would ask the team if there need be any additional features or tasks to be added to the Kanban board or added to the chart to track completion.

I also greatly introduced myself to the SNHU Travel representative/client, and after hearing about the product that needed to be created, I took a step towards building a scrum team that are going to work around an agile methodology. Progressing through the product timeline with sprint planning, and backlog refinement. This helps set a scrum/agile foundation to the team and move forward with tasks while setting an agile approach to prepare for changes and/or additions to the product.

1. *Evaluate the organizational tools and Scrum-agile principals that helped your team be successful.*

Throughout the SNHU Travel product that we developed, we used organizational tools that were key to the success of the product, and our scrum-agile work environment. We used tools such as Gantt charts, burn down charts, product backlog, and Kanban boards. We also used some principals such as sprint planning and times, daily stand ups, breaking down user stories to extract features and resource intensity, and backlog organization. At first when user stories pile up, the team can look a little overwhelmed, but once using a scrum-oriented form of product backlog, the team is able to visualize what needs to be done and what can be done within a good time. All these and more, working with a development team that worked together with communicate and adapt to any changes that needed to be added to the product when the client had expressed their concern about changing it’s top 5 destinations to target spa and wellness retreats.

1. *Assess the effectiveness of the Scrum-agile approach for the SNHU Travel Project.*

Overall, the effectiveness created a great work approach for the SNHU Travel project. Using a Scrum-agile approach, the team was able to adapt to anything that the SNHU Travel client wanted to add on to the project. When the client wanted to change what target audience, they would be marketing to, the team was able to change roads seamlessly, and quickly. With a waterfall methodology we wouldn’t have been able to adjust to the changes, and we would have not been able to complete the project on time either. The team were not excited to implement the changes, but the agile work practices allowed us to be able to do this. Thus, benefiting us, and the client in the end, and still being able to come within due date. All these tools and more allowed us to swiftly deliver a product that the team can be proud of.