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Sprint Review & Retrospective

A successful Scrum team is composed of various roles that depend on one another to create a successful project. The Product Owner plays a crucial role in the scrum team by acting as the project’s key stakeholder and prioritizing work to help the team more efficiently reach their goals. It is their job to develop and maintain a product vision, manage product backlog and involve stakeholders and other product owners for different perspectives of the overall product. In the SNHU Travel project, the Product Owner was responsible for notifying the team that the focus of the project changed meaning work would possibly need scrapped in order to properly meet the clients’ needs. With this being. It is the Scrum Masters responsibility to ensure the team understands and follows scrum practices and rules. They usually take charge during the second portion of daily scrums, defining tasks that should be implemented during each phase and how the tasks will be distributed amongst the team. Scrum masters promote collaboration and should fully understand the project at hand to be able to inform anyone who has any questions or concerns. As a developer, it is important that they fully understand how to adequately organize the backlog and share their completed work or what they intend to complete during daily scrums. This gives the team a better idea of what is completed, and what still needs to be completed. The collaboration of developers and testers are crucial to any project. The tester should notify the developer of any errors or areas that could be improved and provide that information in a timely manner. This helps to better prioritize tasks, ensuring that the work is complete and finalized by the client’s given deadline.

The beginning steps of the development process of a good scrum model assist in making sure user stories are completed. By creating a backlog, user stories are prioritized from most important to least important. In sprint planning, it will be discussed amongst the team in which order the user stories will be completed. Depending on the duration of the sprint, the objective could be to produce products more frequently or to work more thoroughly on a product. Either way, tasks are completed by their importance and all tasks should be completed by the given deadline. Daily scrum allows team members to share their progress on tasks. Burndown charts are an efficient way of monitoring a team's workload by visually showing what tasks need to be done or have been completed. These meetings also give a platform to team members to voice opinions, recommendations and share obstacles that hinder them from completing tasks.

Referring to my example of the SNHU Travel project having to shift its focus, this was made possible by using a scrum-agile approach. The main goal of the agile methodology is to deliver a successful project by being able to adapt to the clients' needs. When the Product Owner informed the team of this change, the developer and tester were able to identify work that needed to be scrapped and what could be salvaged, combining teamwork and communication while embracing change. By immediately notifying the team of this change, the team was able to switch their focus on the project in a timely manner. On the other hand, one of the Scrum Masters' most important traits is to understand the power of silence. They are slow to speak and quick to listen, giving coworkers a listening ear to voice their problems and concerns so they can quickly and efficiently resolve them. Communication is the most important asset to have within a great scrum team and assuring everyone’s needs are met.

“Agile project management tools are focused on planning and managing the flow of a project. Most tools are designed around a collaborative team approach where each individual on the team has direct access to the tool for planning and tracking their own work rather than all work being coordinated and managed by a project manager (Cobb, 2015).” I believe the most efficient agile tool are Azure Boards. This tool allows teams to plan and track work with a variety of other features, on an easy-to-use interface. The software “provides a rich set of capabilities including native support for Agile, Scrum, and Kanban processes, calendar views, configurable dashboards, and integrated reporting (E, 2022)”. Teams can collaborate through team rooms and groups, monitor and learn through visual charts and dashboards, along with planning and tracking sprint backlogs and task boards. All these features are conveniently located on a single cloud-based software that can be accessed by any team member at any time. This allows for continuous work, in and out of the office. A project requires adequate planning and communication in order to succeed and this app provides all the tools necessary to do just that.

I believe the scrum-agile approach was the best approach for the development of the SNHU Travel project. Completing tasks in small sprints prevented a considerable amount of work from being “wasted” when the client changed the focus of their needs halfway through. The concept of adaptability and transparency were crucial aspects in the development of the ever-changing project. Agile methodology also heavily relies on teamwork and cooperation which could be either good or bad for a team depending on the size of the team and project. A downside of this method is that it is difficult to estimate the time and cost it will take to complete a project. If a team must constantly adjust to a client's needs, the estimated time and cost would also have to adapt to this change. Overall, these are a few reasons why the agile methodology is the most effective approach for large and complex projects.

References

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