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Sprint Review and Retrospective

Agile methodology essentially breaks a project down into manageable phases called sprints. When compared to the waterfall method, agile framework dominates for an array of reasons. Various roles on a scrum-agile team contribute to the projects' success, and scrum-agile framework is a powerful aid in completing user stories. Key features to scrum-agile framework’s success are handling interruptions, communication, organizational tools and the evaluation of the agile process.

In the scrum-agile team you will typically have a Scrum Master, however you may have more than one, the Scrum Master facilitates daily stand-ups and aids in sprint planning. The Scrum Master removes obstacles in the way of the team and enables communication. The Product Owner is the mouthpiece of the Scrum-agile team by prioritizing user stories based on client needs and interacting with stakeholders to calibrate the backlog to meet the sprint goal. The Product Owner focuses on delivering the highest value features. The developers will contribute through coding, testing and giving feedback during the sprint. The Developer is a critical component in building and tweaking features in an agile manner.

In the approach of scrum-agile, my team is able to break down seemingly monumental tasks into incremental tasks to be completed in an agile fashion. In SNHU Travel, the developer originally did not know that the destinations would be displayed in the format of a slideshow. Then there was added information, therefore the Tester for SNHU Travel had to apply updates to the locations on the website and it worked into the agile framework. Agile-scrum is highly effective when it comes to on-the-fly changes to the plan. Agile-scrum framework was by design meant to break down a large task into digestible smaller tasks.

Handling on-the-fly changes acts serves as an added bonus to breaking down tasks by aiding in flexibility when it comes to handling interruptions. Scrum’s flexibility enabled SNHU Travel to quickly pivot our product when the requirements suddenly changed. Handling interruptions is a critical component to the success of an agile-scrum team. If the client had another change, I could see SNHU Travel having no issue accommodating for that as well. Handling interruptions and being able to be flexible and adaptable is highly desirable in business. Simply implementing agile-scrum frameworks for some of our projects at Chada Tech could even draw in business in itself, showcasing the team’s ability to change and adapt. This is a quality that can be desirable particularly for the fact that a customer, or client, can feel like the product result is in their hands, rather than a predetermined ‘cookie-cutter’ product.

In the waterfall method, there are not clear guidelines for communicating and I feel that may be restrictive for a team attempting to achieve a viable product. When the Tester for our SNHU Travel contract reached out and communicated with our Product Owner via email with the clarification questions, it significantly increases the MVP, minimum viable product, that our Tester is able to release. Simply due to the fact that our Tester was able to clearly and without hassle communicate with our Product Owner on their concerns. Clear communication being an essential part of a good agile-scrum team, it’s obvious scrum-agile is a good choice for a project that requires clear communication between teammates.

In an Agile-scrum team, the way in which the roles are designed and implemented enable a team to function effectively. Keying in on the way that the Product Owner circumvents typical titles like ‘boss’ as well as the role of Scrum Master. Scrum Master is a unique role on a project management team, serving as a facilitator throughout the scrum events. Compared to the waterfall method, Agile framework dominates in completing user stories. By collecting scrum artifacts, applying the scrum roles, and completing scrum events, completing user stories are a simple feat. In my opinion, there really isn’t a much better project management technique that handles interruptions the way that agile-scrum does. Fully encompassing the path of interruption, or the way in which interruptions arise in a project, scrum-agile was made to be interrupted and halted at any given noticed to pivot and ensure the project is meeting the client’s expectations. This is where the bread and butter of agile, communication, comes into play. Communication was the highlight of agile-scrum framework for SNHU Travel, the team held daily standups and with any changes they were provided to the necessary components of the team. In the example above, it’s shown how the Tester in SNHU Travel had been able to produce a greater minimum viable product for the client after receiving the communication from the Product Owner. Lastly, it's necessary to mention the importance of organizational tools in an agile-scrum team. Kanban boards, daily standup boards, burn down and burn up charts and many other tools that are effective for project management are highly beneficial in achieving the best possible minimum viable product. Not every scrum-agile team will use the same organizational tools, and I personally believe that it’s not so much about ‘using organizational tools’ as much as it is important to use effective organizational tools that actually align with the project being managed. Agile-scrum is a highly effective framework for project management, especially in regard to the software development lifecycle.