**Sprint Review and Retrospective**

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**Roles on Scrum-Agile Team and their Contribution**

The Scrum-agile team was core to the successful completion of the success of the SNHU Travel Project. The roles included the product owner, developers, scrum master, and other stakeholders. The product owner worked closely with the client and the team as a bridge between the two. The product owner receives information and feedback from the client, which they communicate to the team after making the decision. It is the product owner’s responsibility to ensure the team understands what is expected from the client and other stakeholders, particularly through prioritization of which needs come first. These prioritized needs must align with business goals.

According to Cobb (2023), developers are important because they are responsible for producing and completing sprints that could be released and upgraded to be potentially done. They have the autonomy to decide how to complete the sprint product backlogs. In this context, as a developer, the task was mainly to deliver between testers/developers and the product owner to ensure the brief and deliverables were met. If a developer faced any barrier or challenge, they reached out to me to help remove it and clarify the client’s brief on the product backlog.

The scrum master is the go-between for the product owner/leadership and the team. They are responsible for ensuring the team understands the structure of the scrum. That includes facilitating daily meetings to ensure the team remains on course. The team shares what they have accomplished, what they are working on, and any challenges they face as the scrum master follows to ensure every member understands what is required of them.

Lastly, stakeholders include other parties involved in the scrum agile and are responsible for refining user stories by giving honest and significant information and feedback. Through their involvement, the leading product is tailored to meet their expectations.

**Use of Scrum-Agile Approach to SDLC to User Stories’ Completion**

The use of the scrum-agile technique was crucial to bringing user stories to life, which clarified the project’s requirements. The approach was broken into sprint planning, daily standups, and sprint review. Sprint planning was the first step in which user stories were broken down and chosen based on their priority while focusing on development. Daily stand-ups were centered around constant communication within the team to ensure that each person knew their expectations and was aware of their progress and challenges. Their awareness was important in the conflict or issue approach. Lastly, sprint review included taking feedback from stakeholders to make the necessary changes from the feedback and reviews to improve the user stories.

**Scrum-Agile Approach’s Adaptability**

According to Cobb (2023), the agile approach responds to changes more effectively than a plan. That implies that scrum-agile projects do not need to have all requirements described since change is inevitable but expected. An example of how the scrum-agile approach responds to change was when the product owner changed the scope when the project had already started; the team used this approach to adapt and make changes to continue with the project. User stories were updated to accommodate the necessary changes while clarification was made, and priorities were set once again to deal with interruptions. That way, the project was updated.

**Communication**

The importance of effective communication cannot be overstated in any organization. In a scrum-agile environment, communication is vital because the team is often changing. It has three aspects associated with communication, including daily stand-up meetings, sprint reviews, and sprint retrospectives. Stand-up meetings involve meeting daily for the team to give a record of their progress. Therefore, everyone is reminded of their expectations to ensure the project is going well. A Sprint review is conducted after demos of a sprint are completed to assess whether the completed job is done well. In this aspect, feedback from product owners, clients, and other stakeholders is taken and considered to be on the same page. Lastly, sprint retrospective is the last aspect of communication in scrum-agile since it is used to reflect on the completed sprint to identify strong areas to reinforce and weak areas to improve. When changes occur, for example, when the client changes the scope mid-project, communication comes in handy. Open and effective communication helped the team to be willing to start all over, even with scrum-agile’s adaptability. Notably, communication made collaboration respectable, with its progress remarkable since information was shared in a timely manner. During the time the client had changed the scope, the open communication channels were literally open since using any channel was possible. These include emails and texts.

**Evaluation of Organizational Tools and Scrum Agile Principles**

The tools and scrum principles that made the team successful included plans and estimations, stand-ups, Burndown charts, Jira and Sprint retrospectives, and reviews. Plans and estimates were very crucial because they allowed the team to create SMART goals and schedules to complete the scope of the project. Realistic goals ensured that the team did not overestimate or underestimate itself, allowing it to complete the project within its committed schedule.

Stand-ups, as stated above, were conducted daily, and that ensured the whole team worked together because everyone knew where they were and what was expected of them. Therefore, unity and satisfaction were fostered. Burndown charts and Jira were used to organize the team, particularly in its progress as management. At the same time, sprint retrospectives and reviews offered the team a framework that could highlight the needed changes that digressed the project.

**Assessment of the Effectiveness of Scrum Agile for the SNHU Travel Project**

The scrum-agile technique worked effectively for the SNHU Travel Project since all changes were addressed quickly and efficiently, particularly in the development process.

This approach has significant pros and cons, mainly in this context when a Travel Project is being worked on. One of its greatest pros is its adaptability, especially because changes are inevitable. Therefore, its flexibility will ensure that the project will continue to run despite the changes. It also regards stakeholder involvement highly, which is crucial when feedback is given because it ensures the end-product given to clients is of the highest quality and relevance. Another pro was effective communication, which allowed for collaborations. Healthy partnerships would inspire early completion of the project since it is all hands on deck. However, the scrum-agile approach requires a competent and adept scrum master who can guide the team successfully. Notably, it is a challenging approach to start since it involves a learning curve. That is why stakeholder availability for feedback and monitoring is vital. Their unavailability could impact the project negatively. Lastly, scrum-agile is not a versatile approach since it might not be applicable to all different projects.

Therefore, the client received a product that was high quality within the planned schedule. The pilot was a success, implying the organization should start the process of implementing the scrum-agile process. Weighing the pros and cons, it is easy to deduce that scrum agile was the best approach for this project, especially with the changes that were made to the scope and the need for constant communication between the team and client. The collaboration and constant communication were vital because they made the entire process seamless and effective since the project was completed and the requirements met. Therefore, the scrum-agile approach was the best option.

Reference

Cobb, C. G. (2023). The project manager's guide to mastering Agile: Principles and practices for an adaptive approach. John Wiley & Sons.