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Sprint Review

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The integration of agile was a complete success. All parties adapted to the system and are prepared to move forward continuing with the method. As scrum master, I am confident in the ability of this team to work efficiently.

As the scrum master, I facilitated meetings and organized different scrum events to enable the success of the team. During the development of the SNHU Travel program, I organized and managed the daily scrum meetings. This included holding meetings and keeping the team on task during meetings. The meetings were used for discussing achievements and challenges. I also made sure all team members were accountable for their respective work.

The product owner was responsible for interviewing users and putting together a document outlining these stories. They put this document together in a way that effectively streamlined each user request into a single story and made it easy to read for developers. They also successfully maintained communication with the development and testing team to ensure proper creation of the project.

The tester was responsible for creating and executing test cases from the user stories. They communicate with the owner to make sure every possible problem is tested. They also talk with the developers to make sure any issues are addressed and accounted for.

The developer took the user stories and wrote code to make the travel program function in the desired manner. They made sure to make readable and manageable code that could be easily modified in the future. Additionally, they maintained communication with the owner and tester to make sure that the program came along according to all needs.

The agile approach to the development process involves keeping all needed additions written on the scrum board and in other forms for the team to see every day. The development team can access these different documents to check that they are on the right track. Additionally, they can converse during the scrum meeting about what has been done and what they will do in reference to each user story. If one of them has not been addressed, that can be brought up by a developer or any other member of the scrum team. Agile encourages frequent check-ins and someone will be aware of any missing features or they will be apparent on the board, backlog, or other system. The backlog was most effective at making sure all stories were accounted for because it had a simple list of each task that needed to be completed.

When changes were needed, the team was able to meet and discuss how that would change their workflow. The burndown chart was adjusted and a better understanding of the time/work necessary to meet the goal completion date. Additionally, daily scrum meetings let all team members figure out how to adjust their work daily to meet the completion date. Using the burndown chart let the team adjust the work evenly and prevented excess stress. Agile was very effective in preventing overwork and inefficient work days.

When communicating with the team, I made sure to always treat them as an equal. This means speaking respectfully and without any tone or language that may result in negative reactions. If any issues arose, I would present it as something I wanted us to figure out with the team rather than pointing fingers or demanding action from anyone. Keeping conversations about work professional and respectful ensures optimal communication within the team and helps the product come out as best as possible. Respect is vital to an efficient team, so leading by example not only lets team members know that I respect and value them, it also encourages respect for each other.

Daily scrum was vital for keeping everyone on top of their game. Reflection is an important part of Agile, and meeting everyday to let everyone reflect on their work and hear others' reflections on their own work encourages better work. Iterative development is a big part of Agile, and this allowed for the program to be tested as each feature was added. It also minimized problems with the code because there were frequent tests and checks. Collaboration is the most important aspect in my opinion. Collaborating with people is great for making the best possible product because everyone can combine their ideas and even build off of them. Ideas that no one had originally are possible because an idea was shared and built from. Collaborating with people as closely as one does in Agile also makes sure everyone is held accountable for their work, whether it is good or bad.

Agile was exceptionally effective for the SNHU Travel project. Compared to waterfall, the process essentially eliminated major errors from ever occurring. I believe that there were several chances for problems to arise if there were not documents like the user stories and not the streamlined communication in the form of scrum meetings. Scrum does add paperwork and other events that technically take away from time directly working on the project, but this indirect work allows for the project to be completed in a much more efficient way. This efficiency either translates into a lower cost or a faster completion time. Because of this, Agile was absolutely the correct approach for developing the SNHU Travel project.