Sprint Review and Retrospective

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**. Be sure to use specific examples from your experiences.

Our Scrum-agile Team had four roles:

1. **Scrum Master:**

* Helped us transition from waterfall to agile practices
* Facilitated proper agile practices
* Organized daily scrum meetings with each member to organize our objective and update scrum board

1. **Product Owner:**

* Worked as liaison between client and us
* Managed and prioritized product backlog with user stories
* Correctly anticipated client needs at specific stages in development
* Evaluated our progress at each iteration

1. **Tester:**

* Tested for bugs and errors in our software using test stories and reported issues
* Created and organized tasks that needed to be done biweekly
* Worked closely with Product Owner on software development goals

1. **Developer:**

* Maintained daily scrums to inform each other of progress
* Adopted Two Pizza rule for development
* Developed features using test stories
* Worked with Scrum Master and Product owner closely on goals and product vision
* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**. Be sure to use specific examples from your experiences.

**Scrum**-agile approach helped each of the user stories by communicating with the customer to gather information on what was requested from the product. User stories were used to Scrum planning and posted on Product Backlog.

**For example**:

**User story #5**: “I would like a personalized travel destination list based on my past travels or set preferences.”

**On this story we used incremental process to slowly develop algorithm that would take user’s travel history and personal preferences and tested with iterative process of agile**.

**User story #3**: “I want the program to sort travel destinations through type of travel and cost.”

**On this one we started working on it early to give feedback and progress update to client.**

* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**. Be sure to use specific examples from your experiences.

Thanks to flexible nature of Scrum-agile we were able to communicate the change to our teams effectively and divided the teams to work through product backlog with coordination. Our team of 4 worked on Sorting through price and travel type feature while another team worked on personalized list.

Using two week sprints we were able to dish out important features of SNHU travel software first and eventually come out with finished product. When it changed direction, we went back and adjusted to it with some feature removal and change in code during sprints.

* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.

We used zoom with no cameras. By not forcing face-to-face communication, our team members were more likely to come into meeting and communicate with each other effectively. Especially for remote members. At the office, among our development team we didn’t try to be fully professional. First engaging in day-to-day talk before meeting and discussed our progress and updates. Every member were free to share their opinions and input for the project and feedback. Conversations were more casual than professional to motivate team members to participate.

* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. Be sure to reference the Scrum events in relation to the effectiveness of the tools.

Organization tools:

* Microsoft Office
* Zoom
* Visual studio
* Product Backlog
* Docker
* Github

Scrum-agile practices:

* Self-organization: We used product backlog to organize our tasks, importance and utilization.
* Collaboration: Usage of Zoom and Github to communicate with each other in meetings and update features in product
* Iterative development: Using github to develop features through branch system. Have different branches for different teams and after features are complete, push them to main branch where product is stored.
* Welcome Changing requirements: Office Used for Requirements understanding and customer requirements by Product owner and Scrum Master.
* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**. Be sure to address each of the following:
  + Describe the pros and cons that the Scrum-agile approach presented during the project.
  + Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

Implementation and usage of Scrum-agile approach for SNHU Travel project had more pros than cons.

Upsides:

* Satisfy Customers Through Early & Continuous Delivery – Using this practice we built SNHU travel beta web software and delivered it to client. Adding new features to the product and bringing update and communication to the client led to higher customers satisfaction.
* Welcome Changing Requirements even late in the project – This practice was hard to adopt than waterfall method but we realized that change is what client wants and accepting it, working on it, changing our product for the customer led to much higher customer satisfaction.
* Maintain a Sustainable working pace – This one was easier to implement since it removes burdens on some of our project members and optimize our work and goals to maintainable pace. It made our members more productive and optimistic so we can deliver product to client faster and more times.
* Continuous Excellence Enhances Agility – During development stage we worked to produce quality, easy to reuse, quality codes to make it easy to further develop and change features according to the client’s feedback. Develop first codes well and have easier time develop rest of the features.

Downsides:

* Required face-to-face communication – This practice put burden on team members who were working remotely since they felt like they were forced to put camera up and force their family members to be quiet for the meetings. I think remote workers shouldn’t have to be forced to face-to-face communication.
* Planning Poker to produce estimates – This technique produced worse than ideal results when we were using to during our early stages of development. Lots of things were uncertain and later, estimates were off by margin.

*Judging by upsides and downsides, I determined that Agile methodology was good for our SNHU Travel project. We were able to deliver quality results and product to the client who was satisfied with communication and feedback. Some practices couldn’t be followed but most of the practices benefitted us a lot. I can say Agile was best approach with most upsides and lowest downsides for our project and team.*