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Sprint Review and Retrospective

During the Project for the SNHU Travel agency, the Scrum-agile team worked together by completing various individual roles. The Product Owner was responsible for maintaining and grooming the Product Backlog. Additionally, they were responsible for making sure the user stories were transparent and showing what the Scrum team will be working on next. I was responsible for leading/coaching and making sure the team was adhering to the Scrum theory by having daily stand-up meetings to ensure that all team members were held responsible and remained engaged throughout the project. The Development team was responsible for setting the criteria for the “done” aspect during the current Sprint planning phase. They were also responsible for interpreting the user stories in the Product Backlog and returning a releasable functional program when the sprint is finished.

When using a Scrum-agile methodology, you have multiple people working on the same task. Therefore, the developmental teams and testers would work simultaneously to achieve the “done” product at the end of the sprint. The work gets done faster than it would from a single team working on one project at a time. If there was an issue with the developmental aspect of the project, the daily stand-up meetings, and different communication platforms would allow individuals to get help on any issues they are undergoing.

When something is changed in a project that is using a Scrum-agile approach, it is easier to adapt to change. Meaning, at the end of every Sprint, the product is presented to the client to make sure the team is on the correct path of what the client was hoping for. When the client wanted to change the presentation of the listings from a list view to a slide show, it was easy to go back and do micro-adjustments rather than going back and reworking the whole program from scratch. This saves a lot of time and company resources when the client wants to change something since we aren’t presenting a final finished product, and the client is not receiving what they had envisioned. The iterations allow for the client to see the current progress and allow for change if the client wants to do so.

The communication of the team happened over several platforms, such as via an information radiator, Kanban boards, and email. The communication platforms allow teams to get either help on a situation in real time or allow for clarification on uncertainties that arise from either the user stories or from the changes that the client is asking of the team. If there is an uncertainty and the team assumes what the client wanted, then this can potentially cause a lot of rework and lost time since it was not what they had envisioned. If an issue arises, the different ways of communication allow for help from other teams or team members that are working on the same project. This allows the iteration to be completed as intended and deadlines to be met in a timely manner.

One of the principles my team used was transparency. This allowed for the team to understand what is being asked from the user stories and if there were any uncertainties, they would ask to ensure they understood. We used an information radiator for our communication to keep track of critical information in real time. This would be somewhere in our Kanban board so that the team can track status of the iteration and maintain the transparency. The radiator would display information like individual’s responsibilities, which in turn makes everyone accountable for their contributions to the teams’ goals. Another principle that was used to help with our success is partnership and collaboration with the client. The information radiator would contribute to this principle by allowing the Product owner and stakeholders to be made aware of current progress and issues that may impede the projects development.

There were a couple pros when working on the SNHU Travel project. One of the pros of the project is that since it was done in sprints there was adaptability rather than having to start over. Since the client does not know what they are exactly imagining from the get-go, there is a lot of uncertainty of what they want it to look like. The “breaking up” of the project allows the client to see what is already completed to see if it matches their specific needs. Another positive aspect of the project was the communication networks that allowed for real-time updates on things that have been completed by other team members. The communication networks also allowed for multiple teams to track their progress of the current iteration, and for individuals to get help in real time rather than waiting for the next meeting which will impede the progress. A con of the project would have to be that when a change arose from the presentation of the locations, it was more of a want than a need of what was being asked.

I believe that a Scrum-agile approach was the best way to go about the SNU Travel agency project. The Scrum-agile approach allows for a quick turnaround time for projects since there is an abundance of individuals working on the project to achieve the same final goal. Since there are a lot of uncertainties from the start, there will be a lot of changes that undergo during the duration of the project. Nevertheless, with the more people working on the same project it allows for changes to be made quickly. Thus, allowing the project to continue and not waste the company’s resources and the clients’ time. In an agile approach, the overall project is broken into pieces to prevent burnout of the team members and allow for the client to make changes once a “done” product at the end of an iteration. All these factors are the reason why our company would benefit on different implementations of a Scrum-agile approach.