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**Final Project: Sprint Review and Retrospective**

During the sprint for the SNHU Travel project, each team member was pivotal in their role when building the final project. As the Scrum master, I was responsible for keeping the team on track with the project. I held daily scrum meetings in which each team member was able to participate and speak about the project at hand. I helped the teamwork around impediments that they encountered that were blocking them from completing their work successfully. All in all, it was my job to create an environment in which the scrum team could work effectively and follow the agile framework.

In the beginning of our sprint, we had an initial meeting in which the Product Owner worked with the team to create the vision for the overall project. The team used this time in the initial meeting to begin to organize the product backlog. The Product Owner worked with the developers to build user stories based on the needs of the client, so that the project could be completed in small but manageable parts.

Then finally, there was the developer team, consisting of software developers and testers. These team members worked hard throughout the project to bring to fruition a viable product for the client. They used their skills, teamwork, and collaboration to refine the product backlog, and build solutions from it. They took their user stories and coded each individual part of the project, before bringing it together as a single complete version.

By using the agile framework, the team was able to bring each user story very effectively to completion. They started by defining each user story based on the needs of the user and are created so that everyone understands what they mean. They were then added to the product backlog. Each day of the sprint, the developers would build user stories that they chose during the daily scrum standups. The team would talk about their blockers or successes with the user stories during these meetings. After completion and testing, the user stories were submitted at the end of the sprint.

At one point during the project, the users decided they wanted to change the function of the SNHU Travel app so that it catered to detox/wellness vacations. The Product owner called a meeting to bring up the changes that were needed in the project. From here, the team was able to alter the user stories to cater to the new approach to the project. The PO communicated effectively, and the change had little detrimental effect on the outcome.

There are many tools that our scrum team used to create an effective outcome. We started with the product backlog. This tool, when organized effectively, will ensure that the team knows exactly what needs to be done and at what time. It helps prioritize what should be done first to create the best project workflow. We preferred to use a Trello board along with our backlog in order to create a visual and workable backlog.

From there we created the user stories. This tool is effective as they start with the needs of the user, and from there are crafted into expectations for functionality that the developer can bring to production. Within the user stories, we could structure the functionality requirements and expected outcomes for the user. We could also use the user stories to more easily estimate the final time needs and cost of the project.

After the user stories were built, the next most effective tool was the sprint planning. The team got together in a meeting to collaborate on the work to be done in the upcoming sprint, and began choosing the user stories that they wanted to complete for the project. One of the benefits of the sprint planning meeting is that it involves the entire scrum team, including the Product Owner, who is not always at the daily standups. We used planning poker, another effective tool, to estimate the cost and time for the work. From here, the team committed to completing all the user stories for the sprint to create the definition of done.

The tool that I consider to be most effective during the sprint is the daily standup meeting. These meetings are very effective in that they are quick and to the point, giving team members an opportunity to speak about their work, take on new tasks and have an open dialogue with the rest of the team. As Scrum Master, I make sure that each meeting stays within the allotted 15 minutes and that everyone stays on track.

Finally, we come to this retrospective. Using the agile approach was very effective in completing the SNHU Travel project. We were able to complete multiple iterations of the project with minimal hiccups, having to make only one serious change in the project. We created User Stories for each of the users hopes for the project, as well as test cases in order to test whether or not the project was functioning according to plan. Overall, I think that Scrum is a much more effective approach to software development than waterfall.