**Sprint Review and Retrospective – Sylvia Trynkin**

* **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.

To make this SNHU Travel project successful it was essential to take on all the roles of the scrum team.

As a Scrum Master I facilitated the daily scrum meetings, sprint planning and backlog refinement. I acted as the communicator between team and product owner and helped the team to self-manage and cross-function.

Taking on the role as the Product Owner I communicated with the customer, created user stories and product backlog. The user stories helped the development team to understand the customers vision and requirements. They also helped the tester to create test cases.

As a developer, I took in the requirements/user stories that the Product Owner got from the customer and wrote code to create the desired product. I had to be very flexible as the customer changed the requirements in the middle of the project. But with the help of clear information from the Product Owner that was easily done.

When taking on the role of a tester, I wrote my test cases based on the user stories from the Product Owner. The code was tested constantly, adjustments were easily made and code cleaned up with the help of feedback and collaboration of the developer.

* **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.

With the information of the customer the Product Owner created the user stories. Those are in the format of “As a <role> I want <to be able to do something> so that <beneﬁt>” (Charles G. Cobb, 2015). This is to the point and gives the developer all information needed to write the code and for the tester to create test cases. The user stories make sure only essential requirements are implemented and if the requirements change, so do the user stories. The agile method simplifies defining the requirements and makes sure the team has what it needs to start working. It also accommodates changes and adaption by the team throughout the project. In our project I created the user stories as a Product Owner based on interviews with users and their preferences. Those user stories were then communicated to the team. Then, as a developer I wrote (adjusted) the code for the program and as the tester, I used the user stories to write my test cases. When changes were necessary the user stories were easily changed. In a waterfall method this would have not been possible as everything was planned in detail before the project started and can not simply be changed on the go (like it would be possible with the agile method).

* **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.

The Scrum-agile approach was very helpful in this project. The customer wanted to have a website developed for their travel products and a top 5 list displayed with pictures and a short description. He also wanted several features included which facilitated the customization of the results. With the agile approach the developers were quick creating a prototype of the website, so the customer can see if that is what he envisioned. The team got feedback that the customer wanted to have a slide show style and at a later time decided to have the project concentrate on the wellness and spa niche. Those changes in requirement were adapted quickly and without big troubles. This would have not been possible with a waterfall method where everything if planned out thoroughly. The agile method helped being flexible and creative to give the customer exactly what he wanted. So, the constant development/testing and feedback helped the team to get the project up and running in the 5 weeks the customer asked for, even though the requirements were changed several times.

* **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.

In the discussion of Module 6 we had to assume a role of the Scrum team (Scrum Master, Product Owner, Developer or Tester). I chose the role of the Scrum Master. I summarized and explained to the team what my duties as a Scrum Master are and what I expect of the team. I communicated to the Product Owner which meetings are necessary for him to attend. The Tester requested to use specific tools for his testing, so I established communication between the developer and tester to check what the knowledge on those tools is. I also communicated that request to the Product Owner to see if it would be within the budget to get training for the current developer if needed or hire another developer with knowledge of those tools. To summarize, I established communication to all team members and got them in contact with one another. I also scheduled daily scrum meetings for all team members (except Product Owner) to attend.

* **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.

I think one of the most important tools is the daily scrum meeting. The whole team participated and updated everyone what they accomplished yesterday, what they will do today and if there are any impediments. This information is critical to be successful in working together as a team. For this a Kanban board with sticky notes could have been used but the option of information radiators such as Azure Boards was a better option. As there were team members who were not physically present in the same location at all times Azure Boards was the most useful option for our team. It also provided an interface to have all information readily available for all the team members and provided organizational tools (schedule/uploading data etc.) and tools of communication (email/conference calls).

* **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.

The pros of the Scrum-agile approach in our project are flexibility (requirements can be changed and adjusted easily), cross-functionality of the team (it is not directed by a manager), focus on getting work done (instead of planning and documenting everything like in the waterfall method). The agile method encourages learning and creativity. On the con side of the agile method is less predictability of outcome and timeline, no solid documentation (as would be needed in healthcare or legislature), team members work together closely and have to build trust in order for the collaboration to work and refactoring is expected all the time. So, while the collaboration of the team members and work with the customer (through Product Owner) was very good due to the agile tools, it also meant that the team had to make major changes when the customer changed the requirements in the middle of the project. So, while we were very flexible and productive it also left room for the customer to change his mind and make the team refactor everything.

* + Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

While this was a rather small, short-term project and the waterfall method probably would have worked here, the Scrum-agile approach was more effective considering the changes the customer requested in the middle of the project. With the agile method we were able to be flexible and quickly implement the changes without much delay (but with the waterfall method this would not have been possible as everything is planned beforehand and cannot be easily changed). So, in order to satisfy the customer needs the agile method was the way to go.

**Reference:**

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley