//SNHU

//Student name: THOMAS SEIBERT

//Mod 7: Final Project -- Sprint Review and Retrospective

**Sprint Review and Retrospective**

(Note: I missed a few discussion posts throughout this term, so I will draw from the experience of non-discussion assignments (including the provided animations such as the Daily Stand-up), and from real-world examples that I’ve learned about while reading the course’s required textbook titled “The Project Manager's Guide to Mastering Agile”, as I take on the role of Scrum Master for this assignment.)

1. *Applying Roles*

Over the course of completing my assignments, the role of the Scrum-Agile team played a crucial role in the SNHU Travel Booking’s software success. For example, the Product Owner prioritized the product backlog items based on value, which helped us focus on high-priority tasks. The Development Team worked diligently to deliver a satisfactory software product increment at the end of each sprint.

Specifically, e-mails were frequently exchanged between members of the team and the Product Owner (Christy) to ensure that product specifications were met according to shifting and expected standards. When changes were requested by the Product Owner, these were specifically highlighted and discussed from both sides.

1. *Completing User Stories*

The Scrum-Agile approach to the SDLC was instrumental in completing user stories. For example, one of our user stories was to develop a feature which would allow users to view their suggested and customized list of top destinations based on interests and past experiences with the company. The team broke down this user story into manageable tasks during the Sprint Planning. The team then worked on these tasks during the Sprint, and at the end of the Sprint, we had a working top destinations webpage to deliver in the Sprint Review.

1. *Handling Interruptions*

During the project, we faced an interruption when the Product Owner (Christy) requested a change in the style and flavor of the end user’s top destinations. They requested a wellness and health-based destinations list instead of the original generalized list. The Scrum-Agile approach allowed us to quickly adapt to this change. We made the fix to the list, and then followed up with discussion and verification on said change with the Product Owner. This flexibility is one of the strengths of the Scrum-Agile approach.

1. *Communication*

Daily, effective communication between team members and the Product Owner (Christy) was key to the software project’s success. In terms of why and how the team’s communication was so effective among team members, it boils down to daily persistence and daily communication primarily in the form of the Daily Scrum. For example, during the Daily Scrum, each team member shared their progress from the previous day, also their plans for the current day, and any roadblocks they may have been facing. This daily persistence and transparency helped us to identify potential issues early and coordinate solutions to them.

1. *Organizational Tools*

Throughout the course, the team used several organizational tools that aligned with Scrum-Agile principles. Aside from the Daily Stand-up itself, the team also used a Product Backlog and a Scrum board to visualize workflow, which helped to track progress and identify roadblocks. The Product Backlog was very effective in the overall SDLC process because it identified specific goals, and the levels of import that each of those goals had according to a numeric and size-based system. It also allowed for a documented revision process of specific aspects of the requested features and standards requested by the Product Owner (Christy).

1. *Evaluating Agile Process*

**Highlighting some of the pros and cons of the Scrum-agile approach:**

**Pros:** My interpretation of the Scrum-agile approach is that it is fundamentally incremental in its action and process when compared to a different approach, the waterfall method, for example. In contrast, the Scrum-Agile approach provides flexibility, allowing adaptation to change in a timely manner. As I mentioned earlier, it also promotes transparency and essential communication among team members.

**Cons:** Scrum-Agile is a learned, acquired discipline which usually cannot be implemented overnight by a company. One can understand it by reading about it in a book, but it requires practice, trial and error. This approach is all about persistence. This approach requires a high degree of commitment, collab and discipline from every team member involved. Additionally, it might not be the most suitable approach for all projects out there. Specifically, smaller projects with a more static scope or timeline.

In our team’s case, the Scrum-Agile approach, as opposed to the Waterfall approach, was the best for our SNHU Travel software webpage development project. This approach allowed our team to deliver positive value incrementally, respond to requests in a timely and effective manner throughout the process, and adopt a communicative and productive work environment.

**REFERENCES**

Cobb, Charles G. (2015). The Project Manager's Guide To Mastering Agile. John Wiley & Sons, Inc.