CS 250 – SDLC

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Final Project: Sprint Retrospective

Each role is critical to success when using Agile Methods. The Product Owner prioritized user stories based on business value, and facilitated communication between the dev team and other stakeholders. The Scrum Master organized the dev team and ensured they worked efficiently and harmoniously. The Scrum Master facilitated effective Sprint Planning sessions, retrospectives, and daily stand-ups to do so. The Scrum Master also fostered collaboration and promptly addressed any issues that arose. Developers, through their continuous efforts, ensured that the codebase was always in a deployable state, and built the project in general.

Using the Scrum-agile approach contributed to the product’s success by allowing the team to foster great communication and to pivot when needed if issues arose, all through the flexible structure it provides. Sprint Planning allowed the team to collectively estimate and commit to a set of user stories. Daily stand-ups allowed the team to discuss progress and impediments. Frequent reviews and feedback from stakeholders during Sprint Review helped refine user stories iteratively and provide plenty of notice to address issues as they arose. Finally, the use of a task board visualized the progress, enhancing transparency and alignment with sprint goals.

Sample Communication 1:

A screenshot of a email

Description automatically generated

The above communication was effective because it provides a clear set of ideas and invites further discussion and feedback on the suggestions.

Sample Communication 2:

A black and white email

Description automatically generated

This communication is effective because it asks the questions in case they are efficiently answered by email, but then also invites further collaboration if it is necessary. This follows the Agile principle of preferring face-to-face communication, while also avoiding the need to spend the time it takes to set up a meeting if it is unnecessary for that circumstance.

Tools such as Jira help coordinate the team and provide passive forms of communication, in the case of Jira that is by performing the function of an information radiator. Having an information radiator facilitates the use of Agile methodologies by avoiding missteps and keeps the team on beat so that components that are nonfunctional to other team members’ contributions or are a duplicate of their work are avoided.

As with any methods there are also some cons with using Agile methods. To recap, the pros are that the methods:

1. Allow the project to be tolerant of changes to direction
2. Allow for continuous support for the product (extremely important in a SaaS-forward market)
3. Improve employee morale, productivity, and output quality.

Now the cons of agile are that the methods:

1. Suffer from somewhat of a Prisoner’s Dilemma- if there isn’t a critical mass of agile adoption across the organization and within their teams, agile can fail
2. Requires significant reorganization of the company at times, if they are already established using the waterfall model
3. Requires small teams and the ability to break the project into small chunks for sprints

Agile methods proved to be pivotal during the development of the SNHU Travel Project. Some challenges were encountered, but agile allowed for them to be tackled with minimal loss of productivity or resources. Agile allowed for incremental enhancements to the product by ensuring the project was approached in a flexible and collaborative way. In contrast, opting for waterfall methods would have been less adaptable and more costly due to inflexibility when handling changes to product direction and scope. Because of all of the above reasons, agile methods were the most effective approach to the SNHU travel project.