Sprint Retrospective

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It is the end of the project, so now we must conclude with a sprint retrospective. I will start off by saying that this project was a complete success and thank everyone for their hard work, so let’s get started.

**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.** Everyone came together to make this project a success. The role of each member in the agile team was important. The testers being there to ensure a quality product would be passed on to the customer is a large part of the process, the developers creating the functional code so that the testers will have something to test for quality, the scrum master leading the charge sprint by sprint to be sure everything stays on track, the product owner tracking the backlog and staying up to date with the project and talking to the necessary people to see what changes can be made to ensure a higher quality product, even the stakeholders looking out for the customer’s needs are important. Everyone has a place in the agile environment, and no one is left out nor should they be, everyone who is included in the process is equally important and they should feel that way. If one piece of the puzzle is missing, everything goes south. I like to think of it as cogs in a machine, if one is taken out, the machine collapses in on itself.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.** The user stories are an important part of the agile process. After being written, the user stories become part of the agile process. To identify the needs for each user story, the team must look for any improvements that may need to be made to the user stories. As it turned out, during this project, the user stories needed to be updated for the customer’s sake. It was different from what we had originally planned but as an agile team, we changed our original plans to be more targeted to our customers, however, we were able to make the necessary changes without issue thanks to using the agile methodology. After we reviewed the user stories again and discovered that some changes were in order, we then implemented those changes to make sure the customers would get exactly what they wanted. The end user is always the priority, without them, there would be nothing, after all. This could be said about any business, but when the business deals with the customer directly, such as producing quality software, it is especially true.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.** This project was hindered at one point, albeit not that bad. Changing from travel destinations that were related to favorite places that had visited before while staying within a price range was the original plan. Creating new travel packages for health spas and relaxation could have been a major change but it took less time than if we had had to scrap everything that was already done so far. If we had used a waterfall approach, we may not have been as successful in our endeavor. I believe agile was the better choice in our given situation. If we had used the waterfall approach that Chada Tech used to use, I do not believe we would have been able to complete our sprints on time, and even if we were somehow able to, it would have added more pressure to the timeline.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication**. Communication is key in any business model, from the top, down to the last member of the team. Lack of communication during a project assuredly dooms it to failure. During this project, we had to change our end goal as new information was brought to light by the product owner, and we had to adjust to it accordingly. If we hadn’t made the changes required, the project would not have been as successful as it was. Knowing what the customer wants is a key part of success, as is knowing and trusting each other inside of your team. Trusting and respecting your fellow team members is a highly important part of the process, arguably one of the most important things. Working blindly on a project with no direction will never get the results you would like.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. One of the tools that were useful to the team on this project was Jira. It is a tool that is used to keep track of each sprint to ensure the entire team is on the same track, giving dates and times and other important parts of the process. This project could have been done without using Jira but would have been a lot more stressful and less effective than with using Jira. The most important principle of agile team development for this product was collaboration by far, without the team working together, nothing would have been able to get done. Time-boxing parts of the project was also of the utmost importance, keeping to the sprints is a factor to be considered when working on a project of this scale, without time-boxing the sprints no one would have known how long each part of the process would take and potentially would not have finished the project in time. It would seem to me that procrastination becomes more popular whenever a time limit is not set in place and that never goes well.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**. I believe that by finishing this project it shows the efficacy of the agile work environment. I think it is a perfect example of how agile development works, step by step. By breaking into a small team and sharing the workload, everyone has their own part to play during the creation process of a project. Holding each individual accountable for a small piece of a project ensures a good outcome, even when unseen forces rear up and something unexpected happens. Whenever the product owner has a new idea, being an agile team helps to save most of the effort instead of starting over. With a waterfall approach, that would not have been possible, and it may have cost the team too much time, thereby forcing them to start over from the beginning resulting in the project being behind schedule and potentially not getting finished.