CS250 Sprint Review and Retrospective

[Author Name(s), First M. Last, Omit Titles and Degrees]

Southern New Hampshire University

Table of Contents

[CS250 Sprint Review and Retrospective 3](#_Toc95493478)

[A. Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project. 3](#_Toc95493479)

[B. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion. 3](#_Toc95493480)

[C. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction. 3](#_Toc95493481)

[D. Demonstrate your ability to communicate effectively with your team by providing samples of your communication. 3](#_Toc95493482)

[E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful. 3](#_Toc95493483)

[F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project. 3](#_Toc95493484)

[Describe the pros and cons that the Scrum-agile approach presented during the project. 3](#_Toc95493485)

[Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project. 3](#_Toc95493486)

[References 4](#_Toc95493487)

CS250 Sprint Review and Retrospective

# A. 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.]

In an agile planning process, every person has their own task that greatly helps the result. Every person must be committed and focused in order for the final product to live up to the client’s expectations. One of these individuals is the Scrum Master, a role I play now. I helped my team with the planning of the structure of the scrum and the organization of the events. I oversaw how the plans went about, and worked with the team to reach their goals, making myself available to the team for any questions or concerns. While I may have overseen much of the process, there are many members of my team who were just as important.

The Project Owner was a role that decided our specific priorities. They worked to create a backlog of items that the team followed. They were the ones in charge of making sure that the priorities matched up with the requirements of the project. If something was amiss, they would reorganize priorities to either fit a new vision of the project or leave out unnecessary aspects to the team had more time to focus on what they needed. My Project Owner had a little bit of trouble figuring out exactly what the size of some of the tasks should be, but they got it all worked out and prioritized things beautifully. They were very good at figuring out what the most necessary additions were, just not how big of a time period we should set aside for them.

Testers make sure the project is functioning in the way the developers want. Testing is an incredibly important step, and testers make it their priority to do it well. They work as a part of the team, attending meetings, providing feedback, but they serve the purpose of making sure the developers do not make mistakes that would make the project fail. Anything that they find needs to be changed or reprioritized is reported to the team and the whole team works to improve those aspects of the project. My testers were very dedicated to their jobs. They made sure that they kept an eye on what the developers should be doing and noting what they could be doing better.

Developers are the ones that physically make the project. They provide the skills and effort necessary to make the project come together. The agile project would quite literally not exist without them. They manage the expectations and deadlines sent by their managers, and work together in various ways to complete whatever scrum task has been provided. They then report their progress to their managers and the testers and fine tune or fix any errors. Developers are the heart and soul to any project, agile or waterfall, and make the whole process possible. My developers improved our concept on the spot to better fit the image we had of the website. They did their own research and found amazing places to add to our wellness categories. They truly went above and beyond in their dedication to the project.

# B. 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.]

# Scrum-Agile projects rely on user stories to function. One of our user stories was a person wanting a list of top destinations. We were able to use this story to decide how long the portion should take and how high in the priority list it should be. We ended up having time to ask the developers to make both a general top five destination list, and a wellness destinations list, adding more to the user’s idea than they submitted. User stories help the team organize their time, and Agile methods are built around them. The process of user stories is a process that can likely only exist efficiently in Agile as it allows teams the time to focus on the individual requests.

# C. 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.]

# Dealing with interruptions can be frustrating. Our developers were redirected when the team decided that they would rather focus on a wellness section of the site over our other priorities. Agile allows this in a better way, as we can very easily see what the goals were and allocate time from less necessary parts into the parts we now want. Redirection is inconvenient in any case, but Agile planning allows for flexibility that we would not otherwise get in Waterfall projects.

# D. 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.]

# Communication is by far the most important aspect of an Agile team. If communication is poor, there is no way the team will succeed. MY team has been very communicative this session. One example I would like to highlight is from my tester to my Project Owner. It reads: “While I have gained useful information from the previous interviews, I wish to experiment with the format of the interviews and see if that influences the user’s answers.” It is from an email they sent where they implored the Project Owner to consider another round of interviews. I believe this is very good communication as it not only emphasizes what they have already gotten out of the process, but what exactly they want to get out of what they are requesting. My other example is slightly on the harsher side, but I still fell has value. It reads “Your suggestions have so far been decently vague, and while it does leave room for creativity, I would like more direction with what you want the product to look like.” This is from the developer to the Project Owner. It is worded somewhat harshly, I would not have put it like that, but it still send a strong message. The developer wishes for clarity in their tasks and makes sure to make their wishes clear to the Project Owner. While they could use more gentle phrasing, it is a message that is very important, and I can understand where one could get annoyed.

# E. 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.]

The organization tool of User Stories was definitely the most important factor that helped us stay on track. Keeping all of our prioritized organized and classified by size meant that we knew what we needed to do and how long we had to do it. It also allowed for flexibility because we could remove some less important tasks if we wanted to change course. With principles, simply communication and teamwork helped us a lot. Keeping the team motivated and together was what kept the project together till the end. Leaving any of our team member out would have been detrimental to the project and I am so happy we managed to communicate with each other so well.

# F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.

## Describe the pros and cons that the Scrum-agile approach presented during the project.

[Ensure you discuss at least 3 pros and 3 cons. Fully explain how each might impact a project. For potential cons, a good source is Table 12.1 on page 196.]

There are many pros and many cons to using the Agile method. One pro is an organized structure that is still open to change. It means that we can reprioritize and restructure the project without too much trouble. Another con is the way that we structure our time. We can estimate how much time each aspect of the project will need and work based on those and it helps a lot to not feel pressured to do a big project in little time. The last pro is communication. The communication in a close agile team can really help the morale of the team and keep members on track with their goals.

One con would be the occasional ambiguity of goals. Because it is customer based, sometimes the goals may not be as clear as they should due to how many different things people want. Another con would be the translation to smaller groups. Transferring the project structure to a smaller group could leave one or two people struggling under the workload of many more people. You need to make sure you have people to fill every role or ample time for the few to do their jobs. The last con is that you may have some trouble with the portfolio. The projects may not transfer over as well to a portfolio and thus you may not get as much credit as you should for your work.

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

[You should provide a thorough explanation of your reasoning and thought process behind your decision. There is no right answer. If you think Waterfall would have been a better approach for the SNHU Travel project, that’s okay.]

I do believe that Agile was the right tool for this project. It is not the right choice for every project, but it is well suited to a site like a travel site. Many people want many different things out of travel sites, and agile is a good way of spreading that all out and organizing the mini projects. It also allows for more wiggle room if something goes wrong or the priority changes. Travel is a very difficult industry to get right, so a flexible and communicative environment is the best.