Scrum Sprint Review and Retrospective

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The way that each specific role contributed to the SNHU Travel project was perfectly in

line with Agile principles. The product owner aspect has helped teach the need for a person who will help the team explain to the shareholders why the work ethic is required and how the project is anticipated to function. As the Scrum Master, I have a responsibility to organize the whole team and allow them to discuss the agile principles needed for the daily sprint. Testers and developers are the last two roles needed to finish off the Scrum team. Their job is to code the project and to test the code through rough testing.

By having the user stories, we were able to follow the agile’s approach to SDLC and take each user story and use it as a basis for a sprint. We can use that basis for all the coding requirements for that sprint as the user story gives us what the user wants, how to use it, and other concepts that are instrumental to making sure that we stick to the end goal laid out in the user story.

A Scrum-agile approach helped support the project completion when it got interrupted by allowing me to double-check the coding of the Top 5 Destination when it ended up corrupting every time I went to submit it. If I were using the waterfall methodology, I would have been stuck in the water as I would not be able to figure out where I went wrong. The best communication effort made by me was this email sent to the Product Owner when I was a developer.

“Hello Product Owner,

Tester told me that we have a new plan for the finished product. Can you please respond with those new plans so that I can ensure that the code is still up to date and still fits inside the new plan for the product? Thank you for your cooperation!

Sincerely,

Developer”

The reasoning behind this email was the fact that midway through, we had a change of plans that changed how we were working on a user story, so I did my due diligence and asked the product owner how to proceed and used specific wording to ensure that I get a reply as soon as possible.

The main tool that helped me was an information radiator as my scheduling tool. This allowed me to remember when to get each sprint of the project done as my main issue is my inability to remember main events due to my lack of major time management.

The main pros and cons were the ability to change course with ease, but the inability to be able to skip a Daily Scrum. This inconvenience is what causes me to not fully agree with Agile principles as Daily Scrums are too much of a hassle to handle. A Scrum-agile approach was most definitely the correct path for the SNHU Travel team. It was most helpful in its ability to change course easily, have the capability to ask for help when needed, and was better than any optimistic projections of using waterfall.