ChadaTech Sprint Review and Retrospective

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Abstract

ChadaTech has found success in custom software design and development using a waterfall development model but is in the process of transitioning to an agile methodology. This review and retrospective serves as a pilot for this shift in workflow to see how successful the new methodology can be. This study demonstrates how analyzes the work done in the pilot, and how effective the Scrum-agile approach was for the team. It also describes how effective the agile model is when presented with interruptions and change in direction. The Software Development Lifecycle (SDLC) will be analyzed within this review with a Scrum-agile approach on how it helped complete user stories. Us

Keywords: Scrum, effective, SDLC, methodology, waterfall, workflow

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ChadaTech sought to improve the value of the products they offer by using a new workflow methodology, Scrum-agile, rather than the previous waterfall method. Effectiveness of this new methodology is being reviewed with a lens on contributions from the team, completion of the project, and communication within the team.

# Outcomes of Agile: A Sprint Review and Retrospective

The outcomes of this Scrum-agile pilot can be seen through how the team contributed at an individual level. Scrum is comprised of three roles, a Product Owner, a Scrum Master, and the Scrum Team. Without these roles, the completion of the project would not be guaranteed. The roles all have an equally important piece to completing the project, but all do so with exceptional communication and contributions. Since this review is to see if the Scrum-agile methodology is effective, it is. The success of this pilot, through the team and the project, shows an overwhelming need for ChadaTech to adopt Scrum-agile throughout the company.

### Contributions from the Team.

The Product Owner is the most significant role in terms of bridging the rest of the team to the client. They function as an advocate for the product and work closely with the Scrum Team to manage the Product Backlog. Their goal is to maximize the value of the product (Schwaber and Sutherland, 2020) by explicitly communicating with the Scrum Team what the goal is and what the backlog consists of. In reference to this pilot, the Product Owner had to create user stories (how the user expects to use the product) and then place these requirements into the Product Backlog, for the Scrum Team to implement. On the other hand, the Scrum Team is tasked with creating a Sprint, the Sprint Backlog, and finishing the product. The Sprint consists of small increments of work (Schwaber and Sutherland, 2020) that lasts two to four weeks and makes up work for the product. For this pilot, the Scrum Team had a multitude of tasks, ranging from creating test cases based on user stories to implementing features. While the Scrum Team is busy with completing the Sprint, they need an advocate of Scrum that can define all Scrum events and help everyone understand Scrum theory. This would be the Scrum Master. The Scrum Master had to create an agile team charter that acts as a framework for how the team should communicate and act towards one another. They do so by reviewing Scrum theory and implementing the Scrum events based on what they think fits best the team.

#### Completion of the Project.

During any Sprint, interruptions will occur. One such interruption happened during this pilot. The client changed direction with the goal and the Product Owner accommodated for these changes while communicating with the team. Some members of the team felt that the change was sudden and that progress on their current work would fall behind. This thankfully did not happen as the team was able to pivot to the new goal while getting the resources they needed from the Product Owner. Members of the Scrum Team would exchange emails with the Product Owner to let her know what they needed. This could be seen as a negative point for Scrum-agile, but it was this methodology that let the team pivot so quickly with little interruption. If the change happened with the previous waterfall model, the team would have to scrap more work to return to previous stages. Instead, the team communicated these novel changes and embraced the ideas of agile without realizing it.

##### Communications within the Team.

Communication around the team is at the core of Scrum-agile. Communication is meant to encourage collaboration among the team and was driven by the Scrum events. Team members would refer to what they are working on and if they have any impediments. An example of the effective communication is from the Vision Quest Case Study. Members of the team took a role (Product Owner, Scrum Master, tester, developer) and assumed that they are in this new company amid a transition to a new methodology. The team had to discuss their position and how or why they should transition to this new methodology. Input from everyone was taken as a crucial piece of the puzzle, since everyone had a unique role that no one else did.

**References**

Schwaber, K., & Sutherland, J. (2020). *The 2020 scrum GUIDETM*. Scrum Guide. Retrieved August 14, 2022, from https://scrumguides.org/scrum-guide.html#the-sprint