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Sprint Review and Retrospective

For the SNHU Travel project, the various Scrum-agile team roles all played a large part in making sure the project was complete as efficiently as possible. Learning about all the Scrum team roles was very interesting because it showed that projects like this could be broken down and delegated properly in various ways. This ensures that more time is saved, work is divided amongst small teams that have their own specialties, and communication is frequent. The main roles are the Scrum master, the product owner, and the development team.

The Scrum master’s job is always to ensure the Scrum is operating efficiently and making sure that any roadblocks are addressed timely. They should be well-versed in all things Scrum-related and should be able to assist others during the agile process. The Scrum master organized all Scrum meetings and made sure everyone was responsible for their own work which helped the project be completed in a timely manner. Without them, there would be less clear direction and the meetings would not be established as efficiently. The Scrum master was a leader while also putting the team first prioritizing proper communication, assistance, and ensuring goals were realized.

The next role is the product owner. Product owners maximize value of the product for the clients, users, business, etc. They manage the backlog for the teams, present a clear vision for the company, and make sure the product reaches its full potential based on client needs. For this SNHU Travel project, the product leader acted as a liaison between the clients and the Scrum team, making sure the product met the client’s needs in a timely fashion. They also managed, updated, and ordered the backlogs as needed while making sure the rest of the teams were aware. As per usual with product managers, they worked closely with the development team making sure backlogs were orderly and agreed on sprint meetings with the developers. They also gathered feedback from clients and relayed this information to the development team to make any necessary changes or additions to the product.

The development team is obviously very important. The developers take the prompts provided by the product owner and build the product based on that. Developers have good coding skills and good organizational skills. Being able to develop programs and add on to them can take much work. Testers are on the same team as developers, but they test for quality of the product that has been developed. This includes fixing bugs and other errors. They also make sure user stories given by the product owner are accounted for and included in the testing process. This is what the testers did for the SNHU Travel project. They took the many user stories and made changes to the product according to them. Since the client’s needs are the most important part of this project, the project was more successful thanks to this approach. The development team played a big role in making sure the client expectations were met and exceeded.

The agile approach was helpful for the SDLC of this project since it made the user stories easier to complete. The most helpful I found for this project was adaptability and quick response to change. The sprint cycles and shorter increments allow the team to respond to change better and adapt quicker than in a traditional SDLC. The user stories were taken into account faster and user feedback was quickly used to improve the product. When the workflow as interrupted, such as a change in user stories and user feedback, the agile method allowed this to be taken care of quickly. One instance in particular was when detox/wellness destinations were requested. This was presented in a Scrum meeting by the product owner and the tester agreed to fix the problem and have it ready by next meeting.

The success of this project is also thanks to another part of the agile method, which is frequent communication. Regular Scrum meetings for this SNHU Travel project took place often, allowing the teams to update each other and stay informed on new tasks and overall progress. Communication is emphasized in the agile method as well as collaboration. This took place between developers and product owners especially. The teams all worked together to make sure the product was as good as it could be while also catering to the client’s needs. Without the agile method, this could have taken way longer or maybe not have been done at all. Since adaptability, regular communication, and collaboration are key concepts of agile, the product ended up being satisfactory for the clients.

As far as tools and principles of Scrum that helped the project be successful, collaboration was definitely the biggest. Having all the teams work together closely and regularly sped up the project time and made work more efficient. Next, prioritizing tasks was helpful, since this also helped to manage time better. Once an important task was taken care of first, the there was less of a time crunch for the rest of the tasks. Iterative development was also helpful. This allowed the product to be tweaked and improved little by little when necessary, in order to create a better product compared to a project without the agile method.

In general, the Scrum-agile method is very useful for project management and software development. It helps work get done quicker, it promotes good communication skills, and encourages collaboration. Other good things about this method are adaptability to change, transparency of the vision and goals, iteration through feedback, short sprint cycles, etc. The cons can sometimes be lack of a definite end date(scope creep), risk of failure without high levels of commitment and cooperation, and adapting to the agile method itself. Some teams have trouble switching from traditional methods to agile and cooperating as much as agile requires. It can be frustrating if all team members are not on board. However, I believe the benefits of Scrum-agile outweigh the negative aspects. For the SNHU Travel project, it was very helpful in man ways. It saved valuable time, delivered a superior result, and kept all team members on the same page. I would definitely utilize this method again.