CS250 Sprint Review and Retrospective

Benjamin Dowell

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. 4](#_Toc95493481)

[D. Demonstrate your ability to communicate effectively with your team by providing samples of your communication. 5](#_Toc95493482)

[E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful. 5](#_Toc95493483)

[F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project. 6](#_Toc95493484)

[Describe the pros and cons that the Scrum-agile approach presented during the project. 6](#_Toc95493485)

[Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project. 6](#_Toc95493486)

[References 8](#_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.

The various roles on the Scrum-agile Team specifically contributed to the success of the SNHU Travel project in multiple ways. Examining the roles of the Product Owner, Scrum Master, Developer, and Tester will explain their contributions to the success of the project.

The top of the Scrum Team, the Product Owner, represents the interests of the stakeholders and acts as the voice for the customer. It is all about prioritizing the backlog, keeping the team working on the most value-delivering parts at present. From the Product Owner, the team stays on track with a clear vision, especially through times of change. Agile is highly adaptable to change, but this can only happen properly if the Product Owner reprioritizes the backlog to accommodate the changes communicated by the customer. Here lies an example from my experience on the project, when SNHU Travel chose to cater to detox vacations over general top destinations. The Product Owner took these new requests, restructured the backlog to navigate the team to accommodate these changes. From here, the Scrum Master takes up the backlog and works with the team.

The facilitator of the Scrum Team, the Scrum Master, removes obstacles and ensures the team follows Scrum principles. The Scrum Master leads the team to self-organization, heads up daily Scrum meetings, and creates the environment for collaboration amongst the team. The examples of the Scrum Master contributing to the success of the project include standing up the daily meetings at the same time every day, keeping the team on schedule to not overrun the daily allotted time, and implementing the changes handed down from the Product Owner. During these meetings, each member briefly describes what they worked on the day prior, what they plan to work on the day ahead, and what roadblocks they foresee hampering their work. Though there is no specific format here, this process encourages transparency and enables the team to collaborate and help one another. From these meetings, the Developers and Testers carry out the actual work to complete the project.

The product creators, the Developers and Testers, do the work of delivering the product increments. Members of diverse and specialized skills, they collaborate with one another to breakdown backlog items into tasks that are worked on during sprints. During times of change, in the case of top destinations changing to detox vacations, the developers took their existing code and manipulated it to reflect the new vision. As for the Testers, testing the developers code as close to real-time as possible makes it easier to deliver increments more efficiently and quickly.

# B. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.

Describing how a Scrum-agile approach to the SDLC helped each of the user stories come to completion starts with backlog refinement to detail priorities in the sprint. Following this, Sprint Planning, Sprint Execution, Daily Standups, Sprint Review, and Sprint Retrospective all play integral roles in executing User Stories to completion. For my User Story number one, Specific Destination Types, I will explain how this life cycle played out. As an end user, I want to choose the specific vacation types I want within the booking tool is the value statement. The Product Owner adds this user story to the backlog and collaborates with the development team on details that are measurable for successfully completing the sprint. During Sprint Planning, the story is selected and broken down into small tasks leading into Sprint Execution. Now the team selects their tasks and begins work on the sprint. Each day the Daily Standups give the team a chance to collaborate on where they have been and where they are going to get an idea of sprint status. Once the team completes the sprint, we go into Sprint Review, the team demonstrates the features they created and delivers the iterations. Then finally, the team meets for a Sprint Retrospective to discuss what went right and what went wrong. A lessons learned, if you will, to carry forth the good, fix the bad, and continually improve their processes for further sprints.

# C. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.

The scrum-agile approach supported project completion during interruption and changed direction by making it friendly for such an environment, almost expecting this. SNHU Travel sought to align its offerings with what they anticipated to be the next craze in travel bookings. Attributing this to the iterations feature of the scrum-agile process, any changes that come along require small tweaks to the product rather than a complete product overhaul, as you may have to do in a waterfall approach. The team handled this with ease, changing the site to detox vacations because the system required little change to adapt to this new idea.

# D. Demonstrate your ability to communicate effectively with your team by providing samples of your communication.

My ability to communicate effectively was shown in an email as a Tester. While reviewing User Stories one, two, and four, I felt the User Stories requires clarification on acceptance criteria to call the end testing result successful. I believe within this email I conveyed what I needed to know for this criterion, I inquired about the layout of the page which was necessary for step-by-step testing.

# E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.

While evaluating the organizational tools and Scrum-agile principles that helped my team be successful, I thought of the scrum board we used during Daily Scrums, version control systems that help to organize iterations that undergo change, and principles such as iterative development, adaptability, and collaboration/communication. These examples all focus on the ability to incorporate change. As this is a new product, we can reasonably expect the customer to develop with us regarding expectations and desires. Thankfully, this turned out to be fruitful as the customer did in fact switch gears on us.

# 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.

While assessing the effectiveness of the Scrum-agile approach for the SNHU Travel project, there were several pros and cons associated here. The pros, flexibility and adaptability, customer-centric, collaboration, and transparency, reflect all good things when working on a project that does not have a completed final vision or is susceptible to new ideas during development. It is important that the development stays flexible and adaptable as it showcases new features as this can inspire new ideas. When developing a product for a customer, a customer-centric approach is vital in delivering satisfaction. No matter what approach you choose, I cannot see a situation where collaboration and transparency are a hindrance.

Where there are pros, there are also cons. Like everything, everything is situational and Scrum-agile approach is no different. Some cons to this approach include an initial learning curve, lack of predictability, and resistance to change. When forming a Scrum Team, the team can face an initial learning curve as it works towards normalcy, leading to disorganization and errors. The project also lacks predictability, as this approach is open to change, it is not always possible to see potential changes and may let undo stress creep in when it appears. Finally, as with all people, resistance to change is a huge barrier, many people prefer a structured environment.

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

As I mentioned previously, based on the product’s new conception, I firmly believe the Scrum-agile approach was the best choice for this project. Changes were almost inevitable and an approach such as waterfall is not accommodating nearly as much as agile.

References

Last Name, F. M. (Year). Article Title. *Journal Title*, Pages From - To.

Last Name, F. M. (Year). *Book Title.* City Name: Publisher Name.