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Sprint Review and Retrospective

As Scrum Master, I have put together our final sprint review and retrospective. As the SNHU Travel project has finished, we will go over the time spent during the last project and what areas we are doing well and what we could have improved. Let’s start with our roles. Everyone has did their roles well, in our latest sprint everyone picked up easily without me needing to step in when the Product Owner brought over last-minute client changes. I credit the Product Owner first for addressing and providing immediate solution to everyone’s concern on time and progress. Bringing solutions usually takes time and consideration but it seemed that the Product Owner already anticipated these concerns and had a solution available. Next, the tester immediately stepped up to take action and responsibility to tackle these new changes. This caused a chain effect that caused everyone else to also stand up and take responsibility for the upcoming challenge. I commend the tester for the initiative and willingness to be the one to take the first step. This proves we are making good use of our Daily Scrum meetings. Anytime the Daily Scrum can be managed without my involvement is good. As it is designed to be facilitated by me at first but eventually be self-led.

The backlog prioritization can be our biggest point of improvement. During our backlog refinement calls we went through the tasks and identified what is important for us to tackle in the next sprint. We consistently ran into problems here; some tasks were duplicates or we had tasks related to others that we later realize could have easily been merged together. Another issue was due to some details missing when creating stories. This usually left others to have the necessary details added into other tasks or not recorded at all. Being more specific in details when creating stories can help with avoiding team members later chasing down these details and losing project time. This project we had to learn about story time estimation, as this is our first time using agile for project management, we had to learn though trial and error how to properly estimate story points for our stories. I think as we have neared the end of this project, we have become better at estimating story points for our projects. This is a lifelong skill that will continue to help us as we move along the path of the agile development lifecycle.

The stakeholders at SNHU Travel have been veery vocal about their enjoyment in being part of this new process and find it to be very effective. The Sprint Review showed how effective iterative development is for not only us but for the client as well. This meeting was a chance for the team to share the progress made in this sprint and show it to the client via demo. The client always had many comments, questions, and concerns which helped us all create the product most closely resembling their needs. This effectiveness has been echoed by the stakeholders at SNHU with high praises. Our main client we’ve worked with at almost every meeting has said this to me, “Our team at SNHU Travel is loving the new software developed, we trust it will bring many customers in the upcoming months as we launch this site as it is exactly where we want it to be. We are very satisfied with the product and the time it took to achieve this.” This testimony from our clients shows the results of our work here using the agile methodology has been working. We strive to continue using this methodology and hope our company is able to adopt and implement this permanently.