Sprint Review and Retrospective

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**Defining Roles**

In a Scrum team, each role has distinct responsibilities that contribute to the success of a project.I will discuss the contributions of each role with examples from the SNHU Travel project. The Scrum Master was responsible for facilitating the Scrum meetings, addressing impediments, and ensuring that the team followed Agile principles. This included working with the team to establish guidelines and deadlines in order to complete the sprint on time. The Product Owner was instrumental in defining the design of the new product. They gathered and prioritized user stories from stakeholders and ensured that the team focused on delivering the most valuable features first. The Product Owner accomplished this by collaborating with stakeholders to create and prioritize user stories for the SNHU Travel project. The Development Team was responsible for delivering product that fulfilled the user stories. On the SNHU Travel project, the team first developed code based on the user stories, then tested the code to ensure that the desired goal was achieved.

**Completing User Stories**

In the Scrum-Agile approach to the development cycle, user stories are essential to provide functional and valuable software. The Scrum team prioritized user stories in the Product Backlog based on their value to the customer or end-user. The Product Owner and Development team worked together to ensure the most important user stories were addressed first. This prioritization helped focus on delivering the highest value features early and ensured that user stories were completed in a logical manner. The Development team was also encouraged to take ownership of their work during the project. This ensured that the Development team produced a high-quality product, while leaving the opportunity for adaptation and improvement.

**Handling Interruptions**

Due to its flexibility, a Scrum-Agile approach is particularly effective in handling projects that are disrupted or need to alter direction. In the SNHU Travel project, daily Scrum meetings kept the team informed and aligned, particularly during periods of change. Team members were able to discuss obstacles, share updates, and adjust their work in real-time, ensuring that everyone was able to remain focused on the objectives. The team also remained focused on delivering small functional increments. Even if the overall project direction changed, the completed increments could be repurposed or integrated into the new project direction.

**Communication**

Effective communication is vital to successful collaboration in any team. During the SNHU Travel project, we used the discussion forum to collaborate on the benefits of adopting the Agile methodology. We discussed the benefits and drawbacks of both the waterfall and Agile model. Each team member was encouraged to give their opinions and feedback on which method would be more effective for the project. We determined that the Agile method would be better suited for the SNHU Travel project.

**Organizational Tools**

Throughout the project, the team discovered many Scrum-Agile principles and tools that allowed for successful product development. The team agreed that using product management software such as Microsoft Azure would help the team streamline the development process.

The Product Owner can use Azure to organize the user stories by priority, while the Scrum Master can use Azure to assign tasks to the Developers and track their progress. This ensures that the tasks are completed within the sprint timeframe.

Daily Scrum meetings are also vital to effective project management. Through daily meetings, each team member can share what they accomplished the previous day, what they plan to accomplish during the current day, and any obstacles they have encountered. These meetings lead to better communication, greater transparency, and a more efficient and responsive team.

**Evaluating Agile Process**

When considering the Scrum-Agile method, the team must take into account both benefits and drawbacks of the process. The primary benefit of the Scrum-Agile method is flexibility. During the development cycle, the team was able to easily make adjustments to the development process as stakeholder needs changed or new needs arose. The Scrum-Agile method also provides the opportunity for open communication. In the discussion, team members were encouraged to share their opinions and perspectives. This method allowed the team to collaborate in order to come to an agreement on the best procedures to complete the project.

The biggest drawback of the Scrum-Agile method is the steep learning curve. Converting from the waterfall method to the Scrum-Agile method would require additional time and resources, such as hiring an Agile coach. This downtime and added costs will result in lower profits from the project. The team would need to work together to find a proper balance between costs and productivity in order to maximize profits. That said, I believe that the Scrum-Agile would be best suited for the project if the team expects many uncertainties or changes to occur.