7-1 Final Project Submission

SNHU Travel Project Sprint Review and Retrospective

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Beginning with the Scrum Master, they are a singular person who gets the project rolling and organized, the Scrum Master helps the team function at full capacity by aiding the team in holding one another accountable. The Scum Master holds the team to the highest standards and keeps them accountable by scheduling and participating in multiple tasks such as: sprint planning, daily scrums, backlog refinement, sprint reviews, and sprint retrospectives. The next major player in the Scrum is the product owner, the representative and clientele. The product owner defines the project for the team and details the wants and needs of the clientele. Being the face the customers see and interact with, it’s important for the product owner to convey everything in a timely fashion to the scrum team and to have open communication between the clients and the developers. The product owner also creates the product backlog for the development team, this way they know what projects they are supposed to be working on and at what times. The product owner wears many hats throughout the sprint, but they don’t micromanage the team, they allow the developers to have the freedom to work on what they see is the most important at the time and offer helpful suggestions along the way for the team. The last members of the scrum team are the developers themselves, the crew working on the project and getting down to the nitty gritty of everything. The development team runs almost autonomously, talking amongst themselves during daily scrum meetings and figuring out which projects need the most attention when. The team doesn’t have direct communication with the clients and so rely on the product owner for further clarity. The development team is cross-functional, generally remains small, and self-organizes throughout the sprint to maximize their productivity.

Since the developers have autonomy on which user stories from the product backlog they wish to work on first, generally the most important or pressing user stories are chosen first so that any bugs or changes can be handled quickly. The development team assigns story points to the user stories and determines how much work they can complete during the sprint and what would need to stay in the backlog. The team uses daily scrums to work together and discuss what stories they’ve completed, the next projects they will work on, and any obstacles they encountered so the others on the team can assist in any way possible. Since projects are broken up into smaller sprints, there is less planning needed to get everything started and begin work on the backlog, allowing the developers a bit more freedom in what and how to complete the work and once the sprint is complete, the next sprint begins and the process repeats itself again until all the backlog is completed.

Scrum by its definition is agile and being so allows the scrum team to work and adapt quickly to any changes or obstacles that they encounter. Interruptions in any project are bound to arise and in scrum sprints it’s no different. The main difference with the agile scrum team is that they can adapt quickly because of how the sprints run. The daily scrum meetings are a prime example of overcoming interruptions since the team can talk amongst themselves and if one member is having a hard time, the others can quickly jump in and offer any advice to overcome the challenge. Interruptions also allow the team to be more creative in their approaches and allow them to not be confined in a rigid and static environment. Just as with the SNHU Travel Project having interruptions with the clientele wanting a slideshow instead, our team was able to overcome that obstacle and work quickly to make the changes needed.

Communication in a scrum team is a necessity, without it, the team can’t progress and doesn’t have an idea moving forward. The entire scrum team focuses on transparency and holding one another accountable and one way they do this is with face-to-face communication and the daily scrums. Being transparent with one another allows for quick responses and limiting waiting times between responses. The teams do email one another internally as well if things are still left unsaid as follows:

Sample Email

To: Product Owner and Testers

Subject: Wellness Vacation

Hello, a lot of us on the team were a bit confused and hoping that you could clarify some information for us regarding the new direction you want the project to take. We understand that the new focus will be on wellness and detox; however, will this be the only focus to push for our customers or will we continue pushing for traditional vacations? Also, will the customers still be able to search for vacation destinations outside of wellness/detox spots or will everything be listed together and combined? Lastly, to ensure we are working towards the same goals, which specific features should we include for a wellness/detox vacation spot? Thank you.

Best Regards,

Development Team

The two organizational tools that help scrum teams be effective are the product backlog, daily scrums and the retrospective, all of which happen at different times during the sprint. The product backlog creates a blueprint of the customers' wants and needs, it gives the developers an idea of where to begin and what needs to be done to make the skeleton of the project. The daily scrums allow the team to communicate amongst themselves and talk about three major things: what was accomplished yesterday, what will the team accomplish today, and what obstacles were encountered that need to be worked through. Finally, the retrospective happens at the end of the sprint and allows the team to celebrate the completion of the sprint and the project, demonstrating what was accomplished and the obstacles that were overcome to get there. The retrospective also leads the team into the next sprint with a better understanding of what to do correctly.

A major drawback of Scrum methods is that they can run longer than originally expected since there is no set in stone deadline. The Scrum-agile method is simple to understand and pick up, but it is hard to master especially since it’s based around continuous improvements rather than setting specific timelines. Scrum-agile allows far more flexibility for the teams and allows them to think outside the box when needed to get the project done, they aren’t confined to one set way of working things out. Since the project is broken up into multiple smaller pieces, it takes some of the stress off the team of seeing such a large project that needs completed, they can focus on the smaller pieces and build it together into the final completed work. Being able to work on smaller pieces has other benefits as well because the customer can see the work being done during development and have a better idea of how the final product will look. The SNHU Travel Website was a perfect example of Scrum-agile being used effectively because the clientele made changes to how they wanted the final product midway through designing it, and our team accommodated those changes.

Sources

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