CS250 Sprint Review and Retrospective

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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. 3](#_Toc95493481)

[D. Demonstrate your ability to communicate effectively with your team by providing samples of your communication. 3](#_Toc95493482)

[E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful. 3](#_Toc95493483)

[F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project. 3](#_Toc95493484)

[Describe the pros and cons that the Scrum-agile approach presented during the project. 3](#_Toc95493485)

[Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project. 3](#_Toc95493486)

[References 4](#_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 Scrum-agile team is designed for efficiency and collaboration. Each team member has specific tasks that when combined, create the ideal setting for an effective workplace. The major team members in the Scrum-agile team are the Scrum Master, Product Owner, Tester, and Developer. The Scrum master is essential in the foundation of the scrum-agile process. The scrum master is responsible for the organization of the team and their responsibilities. In the SNHU travel project, the scrum master updated and refined the backlog as the developers completed their tasks, as well as updating the user requirements as the user stories are updated. Team communication is also a crucial aspect of the scrum masters’ responsibilities. Leading effectively while managing a hands-off approach is ideal in a scum-agile environment. Daily scum meetings are an excellent way for the scrum master to check on the entire team in a professional and personal sense, while also being quick and concise. These meetings involve the entire team but generally stay under fifteen minutes. The product owner is responsible for the communication between the scum-agile team and the client. The product owner receives the specifications and user stories from the client and forms the product backlog for the systems creation. In this project, the SNHU travel team wanted to add and update the system while still in production, therefore the product owner had to readjust the product backlog based on the new user stories and specifications set by the client. The product owner is also for ensuring the rest of the team receives all the information they need for the client. For example, if a client has a specific layout or system design, they would like to include it is essential for the product owner to collect that information and relay it back to the team. The tester then takes those specifications the user had set and checks them against the system to ensure everything is running how it is indented. The tester has a very important role that can be easily overlooked. It is one of the most important jobs in a scum-agile team. Having a tester to ensure the system has no flaws or issues while preforming is crucial before sending the finished product back to the client. When the SNHU travel team decided to add a focus in wellness vacations the tester had to ensure the addition worked exactly as it was designed to. Finally, the developer is in control over the entire pace of the project. The developer is the one that designs and creates the system the client has requested. The developer takes the clients specifications and user stories and creates them. They are also essential in the planning process. The development team can usually give a more accurate estimation for the time a specific task will take, as they are the one that is completing the task. Developers must be adaptable and able to change directions fast. When SNHU travel updated their specifications to focus on wellness vacations, the development team had to readjust and redirect their focus to meet the needs of the client.

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

Scrum-agile methodology is a structure for team-based projects that is based around the steps to complete the project, rather than just the end goal itself. The scrum-agile method breaks up tasks into smaller pieces called sprints in order to minimize duplicate work by team members and fully utilize all the time given. These sprints are then organized by length of completion and estimated to give the client an end date. When the product owner receives the user stories from the client, the team must then review the stories, make updates to the sprints as needed, and adjust the timeline for the project. The product owner updates the product backlog to reflect the additions made by the user stories. For example, in the SNHU travel project, the user story requested a top five destination list based on prior vacations taken by the specific user. This requires the team to go back and revisit older sprints to add a new page in the system to represent the new destination list.

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

When projects are interrupted or change direction suddenly, it is the team’s responsibility to rework their design process to accommodate the needs of the client. In this project, when the client requested the top destinations list changed to a slideshow viewing, the team had to step back and rework a previously completed sprint. This means that the projects that were being worked on at that time had to be put to the side in order to quickly meet the clients’ request. In a project using the waterfall method, the team would not be able to go back and revisit older sprints as the waterfall method requires the team to continuously move forward in their development. The waterfall methodology also does not produce working software until later in the production process, so the user stories would be harder to acquire, or would be less useful to the development team to make the system better overall.

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

Dear (Product Owner and Tester),

I am currently reviewing the adjusted specifications that were updated from the user. I understand the want is to emphasize wellness vacations on the website, but does this mean for the development to start from scratch? The page could also be reworked to highlight these vacations but would take some readjusting. Would this be the entire focus of the main page, or would other vacations still be in view? All these aspects will be included in my scrum meeting portion, but I would love to get a response sooner if available.

Thank you,

Developer

As shown above, the ability to communicate effectively with other members of the scrum-agile team is essential for creating a successful project and work environment. Being able to communicate in a respectful and professional way can keep the team morale high and make group collaboration easy and efficient. This is crucial for team roles like the scrum master that is responsible for the wellbeing and operations of the team. A Scrum master must know how to lead in a respectful way to everyone, without feeling like a teacher or a nuisance. Creating a foundation for trust and collaboration for the entire team keeps productivity up and creates a better final product for the client.

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

Keeping a project organized during the entire process keeps everyone on the same page and helps the entire team measure the progress of the project. Utilizing organizational tools like product backlogs and user stories keeps the entire team informed on the tasks that need to be completed, as well as what has been finished already. Product backlogs are created by the product owner alongside the clients’ specifications to create a backlog of the parts of each project. Another important aspect of a project is keeping the entire team focused on the clients product and the client experience. If the entire team is consistently giving the client the best experience possible, the result will be the best it can possibly be. Therefore, keeping the client at the forefront of production concepts will make for a better final project for them.

# 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.

The scrum agile approach is a great way for the entire team to stay organized and consistent while in a development process. Scrum-agile has a heavy focus in creativity and collaboration, which is excellent in a lot of development projects. However, scum-agile can be very difficult to adopt as a team and can take a while for the entire team to be working correctly alongside this methodology. Scrum breaks up bigger projects into smaller pieces called sprints. These sprints help the entire team work more efficiently and maximize the resources given. As the team works through these sprints, it becomes very difficult to give the client an exact end date. This can cause some issues with the client and potentially a lost customer.

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

Personally, I think the best approach to the SNHU Travel project is the scrum-agile approach. Scrum is a team focused, collaborative experience. The entire team works together to create the best possible outcome with the specifications given by the client and user stories. The scrum-agile methodology offers a support system as well, with daily scrum meetings and a scrum master always around to help, the team members never have to be worried about not understanding something, or not being able to complete a task without some extra assistance. The scrum team builds a respectful professional foundation of trust and understanding that helps the entire team move forward together in learning as well as development progress.