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# Sprint Review and Retrospective

There are three main roles on a scrum team and those roles include the product owner, scrum master, and the development team. There are many organizational tools and agile principles to help a team be successful, and some of the tools and principles we used were the Daily Scrum, user stories, product backlog, sprint planning, story points, and more. The Daily Scrum was our best tool because it provides each person on the team to express what they have done, what they plan to do, and what they are having trouble with. Doing this everyday keeps up with backlog management and allows each team member to have the support they need to be successful.

I believe that throughout this project we were faced with many pros and cons of utilizing scrum-agile practices and principles. For starters, it is often difficult to communicate the timeline and backlog situation with a client because it is not concrete and that can be difficult for people to understand when they should expect certain results. On the contrary, this comes to our advantage when planning because we are set to goals and not the general, strict, Gregorian ways that we have been practicing for centuries. This allows there to be no time wasted while also allowing the team with as much time as they need to get certain things done. Another pro was communication. I believe that by practicing and utilizing agile principles, we were able to have a steady and thoughtful flow of communication throughout the entire process. The only con I see with that is that we may have spent a lot of time talking and less time doing, but I believe in the end that it makes it a lot more beneficial since we did not have to struggle alone when something came up.

Overall, I believe that the scrum-agile approach may not be the best approach. Many companies that have been utilizing Scrum seem to be making their way towards Kanban, which I think is more effective. Kanban allows more flexibility amongst each member of the team which allows people with different strengths to take on tasks that they are most comfortable with and disintegrates what could become a toxic hierarchy structure. With Kanban, the team is encouraged to work collaboratively which promotes learning and will help with more flexibility and efficiency on future projects. Furthermore, I believe that the planning with Kanban is more thought out and concrete which can help to provide a pretty good delivery date which is beneficial to customer communication.

The product owner is responsible for ensuring the result of the software development lifecycle. Within the team for this scenario, the product owner worked closely with the client and their customers to create user stories to manage and update the product backlog. It was also crucial for the product owner to work with the development team to get an understanding of their strengths and weaknesses and how to manage the backlog accordingly. User stories themselves are not necessarily agile themselves, but they can be used effectively to help the team follow agile practices. The scrum-agile approach helps each of the user stories come to completion since one of the principles of agile is provide working software early and continuously throughout the SDLC. The user stories help the team understand what is expected of them and why it is expected of them. For example, in this project we set up the user stories in a certain format so that we could understand the functionality requirements of the user stories.

Furthermore, the Scrum Master works even closer with the development team to help ensure they meet their goals. This was displayed in the SNHU Travel project during the Daily Scrum where the Scrum Master listened to the team needs and supported them with whatever they needed help with. Having a Scrum Master ensures that everyone on the team feels supported and that their needs are met throughout the development process which then helps the team be more efficient. There was a time during this project that the team found out there was going to be a major change in the previous requirements. Since this was an agile project, change is expected, and although it was frustrating, the Scrum Master and the development team worked closely together to figure out how to shift the project in another direction and it ended up working out.

Finally, the final members of the scrum team are the development team. The development team are the people who take the information and goals from the sprint planning and follow through with the execution. It is their goal meet sprint goals, work on the backlog, and generally plan the next sprint. When witnessing the Daily Scrum with SNHU, it was clear that the team was very goal oriented, able to ask for what they need, and voice their concerns. Being honest and self-organizing is crucial when it comes to running an agile process and I believe that the development, as well as the rest of the scrum team, had these qualities. As a part of the development team, we had a discussion on how we wanted to plan our project. When discussing, I made sure to take into consideration what other members of my team has to say while also keeping in mind that we are new to Scrum so it may be best to stick to simpler Scrum practices. I also mentioned it was important for us to partake in Scrum practices that promote communication and allow each member of the team to have a say since many of us are used to working alone.