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CS-250

7-1 Final Project: Sprint Review and Retrospective

-For this deliverable, you will take on the role of the Scrum Master and create a Sprint Review and Retrospective to summarize, analyze, and draw conclusions on the work you completed during the development

-Applying Roles: Demonstrate how the various roles on your Scrum-Agile Team specifically contributed to the success of a project. Use specific examples from your experiences.

Scrum Master: As the Scrum Master, I am responsible for organizing and facilitating all Scrum events. These include sprint planning, daily stand-ups, sprint reviews, and retrospectives. For example, during sprint planning, I ensured that the team selected a manageable amount of work so that the user stories were understood. Furthermore, my role is crucial in managing the productivity of the team.

Product Owner: The Product Owner's role is to manage the product backlog. The backlog is a list of the work that needs to be completed by the development team. The Product Owner is also responsible for prioritizing this list. The user stories, based on stakeholder feedback, must be adapted during development. For example, in the travel booking software, there was a change that needed to occur based on the SNHU Travel management. The booking software needed to change from a standard travel booking to a focus on detox and wellness. These changes are the responsibility of the Product Owner.

Development Team: The development team members are those who do all the heavy lifting with the overall development of the product. For this project, they used the user stories and transformed them into working software. For example, the first model of the travel booking website was designed and developed by the team members. Once the Product Owner changed the product direction, the website needed to change again, and the development team made this possible.

-Completing User Stories: Describe how a Scrum-Agile approach to the software development life cycle (SDLC) helped user stories come to completion. Use specific examples from your experiences.

In module 5, the SNHU Travel management decided that the project should focus on detox and wellness vacations with Chada Tech. In the Scrum meeting, the Product Owner wanted to shift direction from a standard travel booking website to a travel website focused on detox/wellness locations. The development team made this happen by finding the best locations to focus on and built the product around these locations. Once the team developed the new product, they presented it to the Product Owner to start testing and gathering user stories and data. From there, the website was changed to align with stakeholder and user preferences. All of this was completed quickly because of the Scrum-Agile approach. While the Waterfall methodology could have worked, it would have taken much longer as the entire product would have to be discarded and restarted.

-Handling Interruptions: Describe how a Scrum-Agile approach supported project completion when the project was interrupted and changed direction. Use specific examples from your experiences.

From the example presented previously, the entire product project was restarted from scratch. However, this was done quickly because of the development team.

-Communication: Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Explain why your examples were effective in their context and how they encouraged collaboration among team members.

For the Scrum-Agile method to work effectively, there must be proper communication within the team. Each team member is responsible for communicating effectively. They must ensure they communicate wants and needs professionally. However, organizing sprint planning, daily stand-ups, sprint reviews, and retrospectives are the Scrum Master’s responsibility. An example of effective communication is when the font was too small during the first travel booking website iteration. The tester communicated this to the developer, and it was changed very quickly.

-Organizational Tools: Evaluate the organizational tools and Scrum-Agile principles that helped your team be successful. Reference the Scrum events in relation to the effectiveness of the tools.

The Scrum Agile framework has 12 main principles, one of which is self-organizing teams. The development team is responsible for designing, developing, and launching the product. During the development of the detox destination website, the design and development teams worked together to implement the changes from the Product Owner. Each individual team combined their efforts to create a product that the organization approved.

- Evaluating Agile Process: Assess the effectiveness of the Scrum-Agile approach for a specific project. Address each of the following:

Describe the pros and cons that the Scrum-Agile approach presented during the SNHU Travel project.

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

Some cons of the Scrum-Agile approach are that the teams need to be generally more experienced. Due to the high likelihood of change, the team must be experienced enough to accomplish tasks. The amount of time spent in Scrum meetings can also be a con as it takes time to organize and conduct these meetings. The transition to Scrum-Agile can take a long time, which can also be a con because many companies face difficulties deploying this method.

However, the pros far outweigh the cons. The main pro is the adaptability and flexibility Agile offers. Another pro is that the product will be tested and improved continuously as the project progresses, resulting in a better overall product for shareholders and users. In conclusion, the Scrum-Agile approach is the best approach for the SNHU Travel project.

Sources: APA

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