Sprint review and retrospective

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CS-250

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Sunday, February 21, 2021

Author Note

This paper is the final project of course CS-250 software development life cycle

Sprint review and retrospective

This paper is a final analysis of the SNHU travel sprint review and retrospective as an agile team. The review will show what was done and how the scrum team completed the project. This paper will also demonstrate examples of agile applications and processes that the scrum team did to finish the SNHU travel project successfully.

# How the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project

The scrum team roles for the SNHU travel consist of a developer, a tester, a product owner and finally the scrum master (my role). Each of this role contributed on the development of the project in different ways. First, the product owner setup meetings with the client and users to identify what the goal of the project is and what features the scrum team would need to work on developing. After this meeting the product owner, created a backlog with user stories and priorities, so other members of the team know what they need to do. The developer used the user stories to get a sense on what needs to be developed during the project. The tester used the user criteria to test the booking system that the developer build. Finally, as a scrum master, my job consisted of setting up daily meeting as well as provide coaching on the agile process to help all team members, especially the developer and tester to collaborate more and welcome changes during the process.

## How a Scrum-agile approach to the SDLC helped each of the user stories come to completion

The Scrum-agile approach helps people, teams and organizations generate value though adaptive solutions for complex problems (Scrum.org). This approach allowed the scrum team to gather information based on the user stories and then set iterations as each task meet the user stories criteria and is mark as done to finally complete the sprint. The user stories help the SDLC by adapting to user demand and/or feedback and create the best software solution. In this case, the Scrum team used the user stories to create a booking niche system for SNHU travel users. After the feedback provided from stakeholders as well as end users, the scrum team developed a booking system that shows a slide of the best 5 detox/wellness destinations based on user profiles.

How a Scrum-agile approach supported project completion when the project was interrupted and changed direction

According with Charles, Agile is a very empirical process, which means sometimes one would try things to see what works and then make adjustments and corrections (Charles, 2015). The scrum team had this in mind and by sticking with this approached we welcome the changes made during the development process. The SNHU travel decided to focus on detox/wellness destinations and also change the UI from a list to a slide show. Thanks to Agile we didn’t have to start from scratch, the developer and tester where able to make the changes within our time frame goal. To add this scenario was more of “welcome failure” or “growth mindset” the scrum meetings were really helpful on working on the mindset of the scrum team and make sure that if a change would occur the team would be prepared.

Samples of communication

The communications we used for the SNHU Travel project was via face-to-face meetings, as well as emails for clarification. The emails were a great tool to collaborate and clarify things like user criteria for testing and development. Bellow there’s a sample of an email sent to the Product owner by the tester member. This example shows how the scrum team members would communicate and collaborate to meet client expectations.

To: Christy (product Owner)

CC: Developer, Scrum master

Subject: User story details and clarification

Hi Christy,

I reviewed the user stories, but I still need some details and clarification to complete my testing. Would you be able to answer the following questions for me?

***User story#1:*** does the user wants top 10 or top 5 destinations? Would they like the top destinations to be shown as list or slide show?

***User story #2:*** what exactly the user would like to be able to change in their profile settings? Would the profile setting have the payment method info, or should that be apart?

***User story #3:*** does the user wants hot deals based on their profile or price? How exactly would hot deals be different from top ten destinations? How many hot deals on average would they like to see? And how often?

***User story #4:*** would the user like to customize the search engine, or should it be automatic based on user input keywords?

Finally, are we creating an app for the SNHU travel? If so, would the app have the same functions as the website? And can we have more meetings with the user for clarification if needed?

Best regards,

Tester

**Organizational tools and Scrum-agile principles that helped your team be successful**

The scrum team used different scrum-agile tools and principals to be successful. The most remarkable tools were the used of Kanban board and story points. The board was a great tool for collaboration, transparency and sense of the development process. The story points were very useful to create priorities based on user story points. These points where awarded to each story based on difficulty. The most valuable principle was the “Growth Mindset”. This mindset helps us work on the last changes of the SNHU travel booking development.

**Effectiveness of the Scrum-agile approach for the SNHU Travel project**

Overall, the Scrum-agile approach seemed to be the perfect approach for the SNHU travel project. This project had to be completed in a short amount of time, and it was complex. If we would’ve used the waterfall approach, the team probably would finish the project faster in the beginning but then run into problems due to the lack of testing and the rigid format at the end. When the SNHU travel stakeholders decided to change the UI and other functionalities the waterfall approach would have not work. The Scrum-agile approach was perfect for this project due to the timeframe, and changes from users and stakeholders during the development process. The Scrum meetings helped increase collaboration and team gain confidence for future agile projects.

References

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley

What is Scrum? (n.d.). Retrieved from https://www.scrum.org/resources/what-is-scrum