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Professor Harry

CS 250

Sprint Review and Retrospective

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**
  + Scrum Master
    - The Scrum Master helped write up the team charter and included a very important addition to the rules regarding accessibility. We cannot work without a charter and if our teammates are having to accommodate to the working environment rather than the working environment adapting to them – less focus is going to be on the project and more on how to make sure the project can get done.
  + Developer
    - The Developer handled the programming aspects and estimation planning. In doing so, they also asked important clarification questions about the changes to the Travel project regarding the slideshow. We cannot finish the product without communication being clear and specific, nor can we appropriately estimate the process without knowing everything that has to be done.
  + Product Owner
    - The product owner is the liaison to the client and to the users and therefore very imperative to the team. We cannot align the product to the client and user’s needs without that communication. Along with that, the Product Owner made the User Stories – which are very, very important.
  + Tester
    - The tester, obviously, tests the product. In doing so, they also create test cases and provide an imperative source of skeptical viewpoints. The Tester also very importantly caught a potential user interface issue with the text being difficult to read.
* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion. Be sure to use specific examples from your experiences.**
  + The Scrum-Agile approach to the SDLC helped each user story come to completion because it’s a very adaptable approach. It leaves room for improvement and communication, which meant I was able to get the necessary information from the clients and users to create the user story in the first place.
* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction. Be sure to use specific examples from your experiences.**
  + With communication being as free-flowing as it is in the Scrum-agile approach, it was easy to ask any clarification and move forward with a quick response. I was able to adapt quickly and get the slideshow done rather than the previous list.
* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.**
  + In asking follow up questions to the Product Owner as the developer, I was able to clarify and communicate with Sam. I asked questions that encouraged a response as well.
    - Dear Sam,  
      I’m writing this today to ask for clarification in regard to the recent changes we made to the slideshow for the SNHU Travel project. I wanted to ask if there is any specific kind of resort or detox destination they’re thinking about? And do we want to have these destinations sorted by the user’s previous trips still – i.e. they get recommended tropical trips because they have gone mostly to tropical destinations.  
      Thank you so much,  
      Tierney
* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful. Be sure to reference the Scrum events in relation to the effectiveness of the tools.**
  + All of the organizational tools helped my team be successful. From the Daily Scrums, the Sprint Planning, and Spring Review and Retrospective – they were all extremely necessary.
    - Daily Scrums
      * The Daily Scrums were an imperative part of the process, keeping us all in contact with each other and keeping everyone in the loop about what hurdles might be present. 15 minutes a day is more than enough and it keeps everyone in the know!
    - Sprint Planning
      * Sprint Planning was also very important as it gave us a proper estimation of how long our project would take. We used Planning Poker and got the estimate that everyone agreed on!
    - Sprint Review and Retrospective
      * We can’t solve any issues if we don’t acknowledge them and the Sprint Review and Retrospective is important for that. Additionally, it’s also a good time to see what did work and keep on track for the next sprint.
* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project. Be sure to address each of the following:**
  + Describe the pros and cons that the Scrum-agile approach presented during the project.
    - Pros
      * We had an open line of communication
      * We were able to address problems quickly and without any ego issues
      * We had the freedom to change direction quickly
    - Cons
      * Depending on the approaches to planning, it could eat up some time debating what to do. (Planning Poker, etc).
  + Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.
    - The scrum-agile approach was definitely the best approach as it suited the needs we had in completing the project. The adaptability allowed us to change direction mid-sprint and allowed things to still get done – this would not have been as easy to do with the Waterfall approach. The scrum-agile approach also allowed for the level of communication we needed as well, keeping the line of communication free and open to ask questions for clarification.