CS250 Sprint Review and Retrospective

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

**Product Owner:**

To make sure that the project's objectives were in line with business objectives, the Product Owner served as the conduit between the development team and the stakeholders. They managed setting the product backlog's priorities, creating user stories, and outlining the team's requirements in clear and precise terms. The Product Owner was crucial in the SNHU Travel project in determining which features and functionalities the end users would find most valuable. The team was able to keep focused on providing the appropriate features at the right time thanks to their ongoing involvement and prompt feedback.

**Scrum Master:**

As a servant-leader, the Scrum Master led the team in embracing and putting Agile practices into practice. They oversaw Scrum meetings, dealt with roadblocks, and made sure the team followed the Agile methodology. The Scrum Master encouraged teamwork and supported efficient communication within the SNHU Travel project. They eliminated any roadblocks to progress, allowing the group to operate seamlessly and effectively. The Scrum Master also promoted a culture of continual improvement, assisting the team in streamlining its procedures and adapting to changes.

**Development team:**

The task of converting the Product Owner's specifications into a usable product iteration fell to the Development Team members. During each sprint, they worked together and collectively handled the work toward completing user stories. The Development Team members applied their knowledge to design, develop, test, and deliver features regularly for the SNHU Travel project. Their dedication to cross-functional collaboration and self-organization made sure that the project's results exceeded high standards and were in line with client expectations.

**Stakeholders:**

Stakeholders were essential to the project's success even if they did not have a formal function inside the Scrum Team. End-users, customers, and anybody else with a stake in the project's outcome were all considered stakeholders. During sprint reviews, they offered comments, ensuring that the product changed to meet their demands. Stakeholders in the SNHU Travel project actively engaged in demo sessions and offered insightful feedback that helped the team decide what to change and enhance. Their input was crucial in forming the finished product and ensuring that it met users' expectations.

**Collaboration:**

The seamless coordination and communication across all roles played a key factor in the SNHU Travel project's success. The project's direction remained in line with business objectives thanks to the Product Owner's close cooperation with stakeholders. The Development Team was able to flourish in a productive environment thanks to the Scrum Master's leadership and assistance. Members of the Development Team accepted their shared accountability and worked together to find solutions to problems. The iterative development approach was enhanced by the input of stakeholders during sprint reviews.

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

The team had sprint planning meetings at the start of each sprint to choose user stories from the product backlog based on importance and complexity. The Product Owner provided user stories to the Development Team during these meetings, providing context and explanations. The group discussed them and calculated the work involved. User stories were well-defined and able to be improvedupon thanks to backlog refinement sessions.For example, there was a user story that requested top travel sites based on their travel history. During sprint planning the development team engaged the Product Owner to clarify the request for top sites functionality, ensuring that the team had a shared understanding before work began.

# Through time-limited sprints, Scrum-Agile encourages iterative development. The Development Team organized the user stories it had chosen into tasks for a sprint. Following that, these activities were worked on in quick iterations, usually lasting one to two weeks. A potentially shippable product increment was the goal of each iteration. Most of the user stories were based around the end user having a profile with saved settings to modify the behavior of the travel offer results provided. This work was divided up into tasks such as the user interface, setting up an interactive database to the backend logic, unit testing and error handling.

To improve communication and cooperation among team members, daily stand-ups were held. Each day, team members gave a quick update on their accomplishments, difficulties, and daily plans. This procedure aided in the early detection of problems and promoted teamwork to remove barriers. The team held a sprint review at the conclusion of each sprint to show stakeholders the finished user stories. This gave stakeholders a chance to comment and verify the functionality that had been delivered. The upcoming sprint priorities were then adjusted and refined based on their feedback.

The team did a retrospective following each sprint to evaluate its procedures and pinpoint areas for improvement. Through this method, the team was able to improve communication and efficiency while continuously fine-tuning its development processes. For instance, during a sprint review, feedback was provided on the user interface that led to design enhancements which were incorporated into the development process.

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

When the SNHU travel project needed to change course, the Scrum-Agile methodology proved to be very flexible and efficient. The structure allowed the teams to quickly pivot, change priorities, and keep providing value to stakeholders in the face of unexpected challenges. The team was able to adapt by adjusting the backlog priorities when the direction of the interface and content priority changed due to external factors. The Product Owner was able to quickly revise the backlog to include the updated features and changes in priority. The team used the sprint planning meetings to reevaluate priorities and adjust plans when the project was interrupted. The Scrum Team and Product Owner worked together to keep its focus on the new objectives while keeping the project's scope manageable. According to Pereira and Russo from an academic journal on computer science, “enforcing ASD (Agile Software Development) allows an organization to have quick answers to the constant changes in the business scenario, with focus on the adaptability when faced with uncertainties and frequent changes”. (Pereira & Russo, 2018)

**D. Demonstrate your ability to communicate effectively with your team by providing**

**samples of your communication.**

From the module 6 discussion assignment**, “**You may be aware that we are starting an exciting journey to switch from the conventional waterfall technique to the agile methodology. Although this change has its hurdles, I think it could change how we complete projects and increase our overall effectiveness. My responsibility as your Scrum Master is to smooth over this change and make sure that we successfully adopt agile techniques. I'd want to start by going through several crucial elements of agile that, in my opinion, are crucial for our team**.”** Then I go on to list the Agile-Scrum elements I felt was necessary to the project.

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

# Our main project management platform, JIRA, assisted in the adoption of Scrum-Agile procedures. We were able to view and manage our backlog, schedule sprints, and measure progress thanks to its Kanban and Scrum boards. The seamless coordination between team members was made possible by JIRA's integration with Scrum activities including sprint planning, daily stand-ups, and sprint reviews.

# 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 SNHU Travel project was successfully guided by the Scrum-Agile methodology, which allowed the team to produce value progressively, accommodate changes, and promote teamwork. It did, however, have its advantages and disadvantages. Let's examine three benefits and three drawbacks of the Scrum-Agile methodology in relation to the project:

**Pros:**

The value of using iterations for deliverables was advantageous and it enabled stakeholders to share feedback as the project progressed. The team was flexible and able to adapt to the changing needs of customers by recognizing trends in the marketplace. Lastly, there is the culture of collaboration that fostered transparency in communication by using daily stand-ups, sprint reviews and retrospectives.

**Cons:**

Time constraints with the shorter sprint iterations placed a strain on resources and would sometimes require more time to complete. Having all of the stakeholders available was not always possible when everyone involved has such busy schedules. Balancing the need for documentation was a challenge where regulation and compliance with data security was involved over just focusing on the software development as the Agile methodology emphasized.

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

In conclusion, the SNHU Travel project was successfully directed by the Scrum-Agile methodology because it encourages iterative development, adaptation, and cooperation. Delivering incremental value and developing a collaborative culture were advantages that overcame the drawbacks, which included resource limitations and difficulties with stakeholder availability and documentation. Overall, the approach's capabilities enabled the team to manage changes, stay customer-centric, and provide a product that matched stakeholder expectations. I believe this was the best approach for the SNHU Travel development project.

References

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