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7-1 Final Project- Sprint Review and Retrospective

CS-250-H7095

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

During the various parts o this course I took on many different roles to learn their aspects and how they were used effectively in an agile development process. One of those roles is the product owner, this is the face of the business or development team. As a product owner they not only able to understand the customer needs but also reflect those needs and prioritize work the rest of the scrum team. The product owner needs to have a clear direction and a trustworthy relationship with the team. The next role is the scrum master, this role generally is the glue holding the team together. The scrum master serves both the product owner and development team by helping the product owner understand the backlog and helping them plan the work with the development team. The scrum master than serves the development team by helping them communicate with each other and overcome any obstacles they may find. The next and final part of the scrum team is the development team, they are the people who do the work and make working software. This part of the team can be comprised of many different aspects such as writers, programmers and designers. Their main goal is to deliver working software, become self-organized and work efficiently.

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

With the agile approach the Product Owner had meetings with potential user asking what type of features or requests they had. This allowed the team to develop effective user stories such as user stories wanting a top 5 feature or result based on their profile or previous travel history. This communication between the Product owner and those future users is the key to completing those stories and without the agile approach they would never happen. The effective communication between the team and the business for its current or future needs is a big key to helping these stories completed.

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

The agile approach allowed the team to easily pivot development. We simple updated user stories and test cases to what the new requirements are and because of this there was no need to extend our intended completion date. The daily meetings allowed the team to change what they were working on and any challenges they faced. This allowed the scrum master to adapt their planning of work to help the project stay on time.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication.**

A couple examples of communication would be simple emails addressing questions to user stories and test cases. Such as reaching out to the Product owner to specify what exactly they want done. During our SNHU Travel project when we had a pivot to what the PO wanted, I had to email them asking simple questions pertaining to the project such as what they anted the top 5 to look like and if the user stories and test cases had been updated yet. Another communication ability would be the daily 15 min scum meetings. Simple asking myself these three questions, “What did you do yesterday?”, “What will you do today?” and “What is impeding your progress?”. I would need to be very honest to the team with those questions to help further the project.

**Evaluate the organizational tools and scrum-agile principles that helped your team be successful.**

There are a few things that come to mind when evaluating the scum-agile process that helped our team become successful. The first one is the daily 15 min scrum meetings; this is a huge help. This lets the team effectively communicate face to face with the rest of the team and the scrum master. Not only are they able to talk about what they need help with but also what is making them successful so the entire team can benefit. This also allows the scrum master to effectively communicate with the Product owner about sprints and where they are at in the development life cycle. A tool that I would also contribute success to would be a JIRA scrum board. This type of tool allows anyone to view what is being worked on by who. This tool is valuable in helping the team not do more work than necessary but also allow them to have a focus on what their part of the process is.

**Assess the effectiveness of the Scum-agile approach for the SNHU Travel project.**

The Scum-agile approach was very effective to the SNHU Travel project. When the Product Owner determined the project needed a shift in focus to wellness travel project the team was easily able to adjust to the new needs. The team was able to adjust the user stories quickly and in turn adjust the test cases. Instead of the waterfall approach that would require almost the entire project to start over the agile based method allowed us to not lose a lot of time and still keep our intended completion date. This type of approach helps the team create working software that can be easily adjusted to any new customer needs.