Final Project: Sprint Review and Retrospective

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Sprint Review and Retrospective

# For this review, I will write about the various roles on my Scrum-agile Team that specifically contributed to the success of the SNHU Travel project. Secondly, the approach to the SDLC that helped each of the user stories come to completion. Third, how the approach supported project completion when the project was interrupted and changed direction. Fourth, the ability to communicate effectively with the team. Fifth, about the organizational tools and Scrum-agile principles that helped the team be successful. Lastly, the effectiveness of the scrum-agile approach for the SNHU Travel project.

# The Scrum-agile Team contributed to the success of the SNHU Travel project.

The Scrum-agile Team consisted of four roles which were the Scrum Master, the Product Owner, the Developer, and the tester. As a Scrum Master, I had an important role to play for the team. This included planning and implementing Scrum events, ensuring effective functioning of the Agile team. Facilitated discussion during Sprint Planning, conducted daily Scrums, and scheduled Backlog Refinement session. One specific example as the Scrum Master was the Agile Team Charter, where the SNHU Travel expansion was laid out through the business case/vision, mission statement, the project team, names and roles, the success criteria, the key project risks, the rules of behavior and the communication guidelines. The facilitation and guidance helped the team stay aligned and make necessary adjustments.

As the Product Owner, I was engaged with the users and stakeholders, actively listening, and gathering insight to create detailed user stories. This was done by conducting interviews and user meetings that captured user preferences and requirements. This further ensured the team had a clear understanding of what needed to be built. One specific example was when creating the user stories where I identified five user requests and requirements. The requirements were prioritized by large, medium, and small and placed into a Product Backlog. Each requirement had a detailed User Story written. This helped prioritize work and provide user-centric perspective throughout the project.

As the Developer I actively communicated changes with the team and played an important role in implementing the changes. I requested clear and concise user stories from the Product Owner, which helped me understand the purpose and scope of the changes. Effective communication and collaboration with the Product Owner and Tester helped with the successful implementation of new features and functionalities. One specific example of this is when the Product Owner asked me to modify existing code to fulfill the new requirements for the SNHU Travel Project. The slide show controls, pictures, and text had to be modified with specific comments, ensuring functionality after.

As the Tester I used the user stories to create initial test cases and validate the software against the user requirements. I communicated with the Product Owner to gather additional information and ensure test cases were specific and comprehensive. Their timely feedback on the functionality helped the developer identify and address any issues or bugs, improving the over quality of the product. One specific example of this was when I created the initial test case for each of the user stories the Product Owner had created. I revised each step and indicated a clear pass/fail measurement.

## Completion of user stories

### The Scrum-agile approach provided a foundation that facilitated the completion of user stories in an incremental and collaborative manner. The team could focus on delivering value by breaking down the development process into sprints and conducting regular Scrum events. For example, during the introductions of new features, during Sprint Planning the team collaborated to identify and prioritize user stories ensuring each sprint had a clear goal. During the Daily Scrums, the team was able to synchronize, share progress, and identify any obstacles. This provided continuous learning and enchantment of future user stories.

### Completion when the project was interrupted and changed direction.

The Scrum-agile approach provided flexibility and adaptability to the team, allowing for adjustments in plans or priorities. One specific example is when the focus of the SNHU Travel project changed to wellness/detox vacation types. The team could easily adapt their backlog and reprioritize user stories. The Product Owner, Developer, and Tester could communicate and collaborate effectively to understand the new requirements and implement them.

Communicating effectively with team.

Effective communication was done with the team through emails. Sample emails to the Product Owner and the Tester were created. They helped clearly express the Developer’s requests for information. The email also encourages collaboration by inviting the Product Owner’s input and expertise. The sample email to the Tester outlines specific information required for comprehensive test cases and scenarios. The email also encourages collaboration by also inviting the Tester to provide expertise and feedback.

Organizational tools and Scrum-agile Pinciples

The Scrum events, organizational tools, and principles that helped contribute to the team’s success were the Sprint Planning, Daily Scrums, Backlog Refinement, and Sprint Reviews. Effective use of backlog refinement and collaboration prioritization helped maintain a well- defined and prioritized backlog. Regular synchronization and communication with project management software enabled the team to identify and resolve any obstacles. Tools like product back log management software and task boards helped visualize and refine the backlog. Tools for sharing product demonstrations allowed stakeholders to provide feedback and validate completed user stories.

Effectiveness to the SNHU Travel Project

Some more pros of the Scrum-Agile approach were that it provided flexibility to handle changes and interruptions. The team was able to adapt their plans and reprioritize user stories effectively. It fosters collaboration, transparency, and continuous feedback. Some of the cons were that the user stories could have been more detailed and more specific in requirements to ensure comprehensive understanding by the team. Additionally, the Scrum-agile approach required active involvement and collaboration from all team members which may pose challenges its team members are not fully committed or lack expertise.

The Scum-agile approach was well-suited for the SNHU Travel project’s nature and needed flexibility, as it is a rapidly evolving travel industry. It emphasized collaboration, iterative development, and continuous improvement allowed the team to adapt to changes, especially during emerging challenges. Furthermore, it helped prioritize work effectively and deliver value to the stake holders throughout the project lifecycle. Lastly, it allowed the team to deliver a high-quality software solution that evolving need from the stakeholders.