**Final Project**

**Sprint Review and Retrospective**

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1. Demonstrate how the various roles on your Scrum-Agile Team specifically contributed to the success of a project. Use specific examples from your experiences.

The various roles on a Scrum-Agile team are Product Owner, Scrum Master, Development Team, and stakeholders. Product owners contribute to the success of a project by ensuring the right work is prioritized. For example, a team has two possible functions to work on, adding color-coded labels to the task and creating a dark mode for the app. The product owner struggles with the choice. So, the product owner reviews a survey and finds out that most people are having trouble organizing a task and would greatly benefit from having a color-coded label. So, the product owner prioritizes the color-coded label feature against the dark mode. The main role of the Scrum master is to facilitate the agile process and remove obstacles. For example, Sam the developer, has been coming to the office late lately and missing the morning Stand-ups, which is slowing the whole team because everybody is waiting for updates on his work. So, the Scrum master informs Sam that he should come to the office on time and attend the morning 15-minute Stand-up meeting. Hence, Sam starts to come to the office on time and the obstacle is resolved. The role of a developer is to deliver the actual product increment on time. For example, a developing team is tasked to add a search button to a website, A developer writes a simple piece of code that creates a button and attaches a function, which lets the user search. When the user clicks the button, the search box appears, and the user is able to search for the information that he/she seeks. Furthermore, the role of a stakeholder is to provide valuable feedback and validation. For instance, the stakeholders provide feedback on his newly built website, which promotes the tourism sector in his country. However, on the website, stakeholders do not like the description color of the famous places inside the website slideshow. So, he requests that be changed to a white color instead of blue. The task is referred to the developing team and the developing team immediately amends the color scheme by editing a few codes. Hence, in this way, stakeholders can contribute to the overall success of the product.

1. Describe how a Scrum-Agile approach to the software development life cycle (SDLC) helped user stories come to completion. Use specific examples from your experiences.

Scrum-Agile approach to the software development life cycle (SDLC) can help user stories come to completion by providing a well-structured, yet flexible framework for development. The Product Owner can prioritize user stories in the backlog, and make sure that the most important features are prioritized to be worked on. For instance, when developing SNHU's top ten destination website for stakeholders, as a product owner, I was asked to write a user story. Once the user stories were written, as a product owner I was able to prioritize a story, which let the user customize their future destination by previous trips, so that the user does not have to go through the already traveled places. Regarding sprint planning, the whole team gathers and breaks the stories into pieces and then into small tasks and completes them within a sprint. For instance, when developing a story for the top ten SNHU websites, one story included multiple features, such as setting a price, and then the user being able to see the destination list within the range of that price set. So, that story was broken into manageable tasks to complete within a sprint. Moreover, daily standups keep the team on track and aid in promptly resolving issues, while sprint reviews allow for stakeholder feedback to refine the product. Finally, sprint reviews and retrospectives, let the team review their process and implement improvements. This type of approach, which is an iterative approach ensures that user stories are efficiently completed and continuously enhanced based on real-time feedback and team insights. For example, at the end of each sprint, a sprint review is held to show the completed work to the stakeholders. After getting the feedback, necessary changes it made to again repeat the same process until all the stakeholders' requirements are fulfilled.

1. Describe how a Scrum-Agile approach supported project completion when the project was interrupted and changed direction. Use specific examples from your experiences.

The Scrum-Agile approach supports project completion when the project is interrupted and changed direction by allowing changes to the project. That change is made by utilizing the Scrum-Agile principle, which allows the iterative nature of Scrum to go back and make changes, adjust priorities, and plan effectively to complete the project. For example, a team is working on a travel guide website featuring the top ten destinations, in the middle of the development process, stakeholders requested that they also would like to add a feature, that lets travelers see the local events that they can attend. Now, using Scrum, your team can add the feature to be added on to the backlog to be worked on immediately or later.

1. Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Explain why your examples were effective in their context and how they encouraged collaboration among team members.

Communication sample

To: John, Sams

Subject: Information request (\*\*Urgent\*\*)

Dear John (Product Owner) and Sam (Product Tester),

Keeping our new plan in mind, I would like prompt and specific information regarding the updated requirements and specifications from you John. So that I can set up new objectives and make sure our development process aligns with that objective. And from you Sam, I would like quick feedback regarding the recently completed product. Plus, I also need your outlined testing criteria, so that we can meet the expected quality standard.

Sincerely,

Deepak Gurung

The above-posted communication sample demonstrates my ability to communicate effectively with my team. The above sample example is effective in its context because Deepak the developer asks both the product owner and product tester to provide information to set new objectives clearly and concisely. So, that he can prepare for the new plan that is being introduced to the company. My example above encourages collaboration among team members because all three developer, tester, and owner have a shared goal (new plan), which they must work together to integrate into their working environment.

1. Evaluate the organizational tools and Scrum-Agile principles that helped your team be successful. Reference the Scrum events in relation to the effectiveness of the tools.

The organizational tools and Scrum-Agile principle that helped my team be successful would be the organizational tool JIRA and frequent inspection and adaptation respectively. JIRA Scrum boards and backlog management features help a team organize and prioritize tasks. The visual board in JIRA provides a clear view of the task being worked on. The Scrum-Agile principle which lets the scrum team frequently inspect and adapt, is Daily Scrum, which encourages daily inspection of the progress being made, which also promotes collaboration and communication between team members. And spring retrospective takes place at the end of each sprint and allows the team to reflect and see what worked, prompting the team to continuously improve.

1. Assess the effectiveness of the Scrum-Agile approach for a specific project. Address each of the following:  
   a) Describe the pros and cons that the Scrum-Agile approach presented during the SNHU Travel project.

The pros and cons that the Scrum-Agile approach presented during the SNHU Travel Project are that, though Scrum-Agile approach was flexible and good for higher customer satisfaction. However, it required a lot of communication between team members, which could be frustrating and time-consuming.

1. Determine whether or not a Scrum-Agile approach was the best approach for the SNHU Travel development project.

Well, challenges were there when applying the Scrum-Agile approach to complete the task, but it was worth it because the project requires frequent stakeholder feedback, which the agile approach allows, which aids in delivering the best product that the customer is satisfied with.

References

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