Scrum Master-Sprint Review and Retrospective

CS-250 Software Development Lifecycle

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Scrum Master Review and Retrospective

The Software Development Life Cycle (SDLC) consists of five methodologies and stages. Agile, focus on collaborative decision making, customer satisfaction, and development over multiple loops known as sprints. It also focused on Kanban and Scrum. Waterfall with five major implementation phases, gathering requirements, design, implementation, verification, and maintenance. Spiral stages are identity, design, building, and evaluation. Iterative works on putting design first. V-Shaped stages are business requirements analysis, coding and validation.

The Scrum Team has various roles which include Scrum Master, Productor Owner, Developers, and Testers. The Scrum Master who facilitates communication and resolves problems that may occur between the team when there is misunderstanding about a user story. Another role is to ensure the scrum framework is followed. I facilitate daily standups as needed, protecting the team from over committing and scope creep. Aid in estimation and sub task creation. Participate in the meetings and get feedback. The Product Owner oversees making sure the product backlog, making sure the team is always working on the most valuable features. The Product Owner is responsibility for defining user stories and creating product backlog. To identify product requirements for the development team on behalf of customers. Developers take responsibility for estimating, planning, and managing all his, her own tasks and reporting on progress. Collaborating closely with all the members of the team to take shared responsibility for the overall efforts that the team has committed to. Testers are actively acquiring information from stakeholders, helping with requirements management and defining the acceptance criteria, evaluating and reporting test results, test progress, and product quality.

The Scrum Agile approach helped make each user’s story come to completion. It allowed for feedback and to improve the development of the SCRUM Travel project. The elements of the user stories that were most helpful in developing the initial case rested on a clear and direct approach to the questions that were asked and an understanding of what was expected from the users. The whole team approach promoted by agile development is central to our attitude toward quality and testing. The role of the product owner plans meetings before each iteration. More details are discussed about the stories and how to test them. The results were that the browser opens webpage titled “profile”, webpage shows the available vacation types, shows selection saved, and vacation packages.

Changes to requirements are controlled, and any significant changes are treated as an exceptional situation. Being able to deal with change effectively is a critical skill for an agile project manager. Accurately assess the change and make informed decisions based on the best information.

Organizational tools and Scrum-Agile principles that helped the team be successful is Jira which is the project management and collaboration tool used to plan and build amazing products. Click Up is a task management and project planning tool for individuals, small teams, and businesses.

Communication is very important in the Scrum Agile approach and the user’s stories. When we communicate, it makes it easy to exchange ideas, ask questions, and increase collective understanding. User Stories are a very important part of the Product Backlog and facilitate collaboration between stakeholders and Scrum Team. As a Scrum Master, I communicate effectively with my team through face-to-face conversation, that is why I organize meetings as often as possible. I often send out emails to let them know we are having a meeting. With this kind of communication, we were able to complete the program sooner than expected because everyone worked together in unity and had great respect for their co-workers.

The pros and cons that the Scrum-Agile approach presented during the SNHU Travel project were the pros, flexibility and adaptability to changing requirements, collaboration among cross-functional teams, frequent delivery of working software, and high customer satisfaction, and cons were lack of upfront planning, uncertainty in project scope and timeframe, and risk of project scope changes.

The Scrum-Agile approach was the best approach for the SNHU Travel development project because when we worked on the project, it was very easy to communicate with the team and the team worked diligently to accomplish the goal. Scrum Agile approach created product backlog for fixes, professional team, meetings, and sprint review.

To: SCRUM Team

Subject: SCRUM Travel Program

Dear Product Owner, Tester, Developer

I am sending you an email to let you know what we need to move forward with the development of the SNHU travel program. We need the Product Owner to check in with the team to understand their progress, and challenges, acknowledge the pressure and requirements needed, build trust, monitor timelines and schedules to keep. The Product Owner needs to see themselves as a team and take ownership of their actions.

Thanking You in Avance,

Beverly Vaughan

As Scrum Master, we developed the SNHU Travel project which collected end-users’ information to create User Stories. These stories gave us information about what the SNHU Travel company wanted to accomplish and the changes they wanted to make. With this information and our team working together, we were able to get this program up and run before the deadline without any bugs.