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Sprint Review and Retrospective

All of the roles in my Scrum-agile Team played an important part in the success of the SNHU travel project. I, the Scrum Master, facilitated multiple events including Sprint Planning, Daily Scrums, Backlog Refinement, Sprint Review, and Sprint Retrospective. These meetings were important as to keep all team members on the same page with the same goal in mind. The Product Owner was responsible for fully understanding what the end vision was for the final product, and to relay that information to everyone else on the team. They oversaw backlog refinement and were also in charge of prioritizing user stories, these user stories were made to be understandable between the software developers and the businesspeople, it also allowed the team to come together and collaborate. The testers were in charge of making sure all test cases had the expected output. They worked closely with the product owner to clarify any missing details and then went back to revise their test cases. Lastly, the developers worked to create and update code as needed, for example, the product owner organized a meeting with the development team to tell them things will need to slightly change, our developers were then able to go back and change the code to incorporate those new requirements.

A Scrum-agile approach to the SDLC helped each of the user stories come to completion using sprints. These sprints were based off the user stories; the Product Owner and the development team were able to determine what user stories would be taken into what sprint based on the priority level of each one in the Product Backlog. At the end of the sprint the development team had created code and tested it, so that way there would be working software at the end of each sprint, not just at the very end of the overall project, which is what would be expected with a waterfall method. This was then presented in a meeting and the development team received feedback to either change the code or have it added to the acceptance criteria.

A Scrum-agile approach supported project completion when the project was interrupted and changed direction. For example, after code had already been created for a slideshow containing the top five destination packages for SNHU Travel, the Product Owner facilitated a meeting to discuss to the development team, that there would need to be some changes made to the existing code. This is nothing new in a Scrum-agile project, changes are constantly happening and can be easily done with this approach. The Product Owner told the team that SNHU Travel wanted to incorporate detox/wellness vacations as they were the next big travel sector. So, the development team went back to their completed code and removed the top travel packages and replaced them with the top travel destinations for wellness and detox, this is a great example of a project being interrupted, and the direction changing.

As I mentioned previously, I am in charge of organizing various meetings and making sure everyone stays on the same page, the success of the project is what I am accountable for. I serve all the team members in different ways, and the most important aspect of my job is to make sure everyone understands Scrum practices. An example of how I was able to effectively communicate with my team is when I facilitated the Daily Scrum with the development team. I guided the team and ensured all scrum guidelines were followed, I then proceeded to ask them three questions that all pertained to meeting the spring goal; what they did the previous day, the current day, and what might be holding them back. I took note of anything that might need to be saved for a separate conversation later on and kept the meeting within the 15 minute time frame. These meetings helped to improve communication between everyone and increase knowledge as well.

The organizational tools that helped my team be successful are user stories and the product backlog. User stories are a brief way of describing requirements. They aren’t so specific that they tell the developer exactly what to do, just what needs to be the outcome. They also can be organized in small chunks that can be developed within a sprint. The product backlog is what consists of these user stories and are organized by importance of what needs to be done first. The product owner works with the development team on the product backlog. The principles that helped my team be successful is that they were self-organized, as the scrum master, I make sure not to micromanage anybody, just to provide support when needed, everyone on the team knew their job and were able to complete it without the need of anyone managing their every move. They were also successful in time-boxing, which means that they were able to complete the 2-week sprints and facilitate their own 15-minute daily standups.

There were many pros presented with the Scrum-agile approach during the project, we were able to complete the project in a timely manner; separate the project into smaller portions called sprints that were two weeks long; at the end of each sprint we were able to deliver high quality - working software, and receive feedback and approval from the product owner/customers/ stakeholders; our teams were able to stay on the same page through an array of meetings, and our Product owner was able to communicate with the end users/customers/stakeholders to make sure that the project was moving in the direction that they liked, and if not we were easily able to go back and make changes. There were not any cons that I could point out that were presented during the project.

For the SNHU Travel development project, the Scrum-agile approach was the absolute best method to use, especially with the fact that there were changes that needed to be made, that would not have been possible with a traditional approach. We were also able to start the project right off the bat and not be held back by a large amount of paperwork or requirements that needed to be written out before, which saved us a lot of time and money. Our team was able to stay motivated throughout the entirety of the project and because of that they were able to create work that is of high quality. Lastly, no one micromanaged the team members which allowed them to feel a sense of autonomy, which is very important.

Works Cited

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