Final Project – Sprint Review and Retrospective

Regarding the various roles on my Scrum-agile Team, Scrum Master, Product Owner, and Developer, they all helped to contribute to the success of the SNHU Travel project. The Scrum Master had the important position of being responsible for the multiple Scrum events like Sprint Planning, Daily Scrums, Backlog Refinement, Sprint Review, and Sprint Retrospective. They also ensured the team adhered to the agile principles and provided training on agile where needed. Importantly, by facilitating the Scrum events, this allowed the Development Team to know the status of the project, and what work they should be focusing on. The Product Owner had the essential role of understanding, developing, and driving the overall vision for the project. In this case, they worked with the clients of the project to gather requirements and took feedback from them as features were implemented. Lastly, the Developer role had the crucial part of taking the feature requests, and their requirements, and turning that into a useable product meeting the acceptance criteria for that request. Missing any one of these roles, the project would suffer and would face a more difficult path to success.

The Scrum-agile approach to the SDLC helped the various user stories come to completion. Through performing Backlog Refinement, there were always user stories ready to start work on and to pull into a sprint. Working in sprints gave you the well-defined user stories to work on for that sprint period. Within the sprint, breaking stories, and their tasks down between ready, in progress, and done helped ensured that work was completed in a timely manner, and nothing was missed. The Sprint Review gave the team the ability to look back at the completed work and make sure that all the requirements were met. Lastly, the Sprint Retrospective lets the team look at the process itself and see if there were any improvements that could be made for the entire

process run more smoothly or efficiently. These different parts of the agile SDLC, and the processes for each part, allowed for the SNHU Travel Scrum team to drive the user stories for the project to completion.

Interruptions and changes in direction can be handled with ease with the use of a Scrum-agile approach. One of the ideas of agile is to seek constant feedback for improvements or changes needed. Another part of this built around being adaptable; ready and able to work around disruptions and implement changes. This is achieved by using the various Scrum events, as well with the use of user stories. In Scrum-agile, keeping user stories small and not defining requirements fully until right before it is pulled into a sprint also contribute to the flexibility of the process. For example, with the SNHU Travel project, during a meeting with the stakeholders, feedback was given that the top destinations should feature locations with a detox or wellness theme. Later changes were again made to the top destinations feature to switch from displaying as a list to slides. These updates were quickly made due to the process described.

Email Example 1:

> "The acceptance criteria for the story currently states that the top destinations must be listed. However, it does not make clear if they should be displayed on a single page as a list, or if they should be presented as a slideshow. We will be unable to proceed until we have received the required additional details."

Email Example 2:

> "Christy, as the Product Owner, can you please get check with the client that the new changes look correct. If everything is good to go, I can wrap up making the same change to the rest of the destinations. Brian, I need additional details about the issue you are

seeing, as I am unable to reproduce the problem. As soon as I can verify the problem, I can figure out what's going on and get it fixed."

Both examples show clear, concise statements of what the issue is, what is needed from the recipient, and the urgency of the request. By plainly stating what is needed and why, along with the sense of urgency, it makes the emails particularly effective at getting the needed response. Additionally, by setting clear expectations, it sets the groundwork for teammates to trust each other, which further enhances the collaboration among team members.

Of the organizational tools and Scrum-agile principles, many of them helped the team succeed working on the SNHU Travel project. Scrum events, like Sprint Planning, Daily Scrum, Backlog Refinement, Sprint Review, and Sprint Retrospective, combined with organizational tools, such as information radiators like Jira or Azure DevOps, were a major part of that success. All the things mentioned worked together to ensure the team had the information they needed to ask the right questions, gather all the information needed, plan and act, and keep up to date on the status of everything associated with the project, with the information radiator acting as the hub to house that information. That kind of project transparency gives the team what they need to work efficiently and effectively.

The pros of the Scrum-agile approach like adaptability and speed of delivery were evident throughout the project. The team was able to come up with well written user stories, which allowed them to quickly implement features. When impediments or changes came up, agile allowed the team to gather the new needed information and then implement those changes with minimal disruptions and a quick turnaround. As for cons to the Scrum-agile approach, if there had been more planning ahead of time, some of the design changes made in the middle of the project, such as switching from a list of top destinations to a slideshow, may not have been

needed. However, the Scrum-agile approach for the SNHU Travel project is the clear winner in this scenario.