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Sprint Review and Retrospective

CS 250

During this learning process, several variety of roles were addressed in a Scrum team during this training. In order to create an application for the client SNHU Travel, the team was switching from a waterfall to an agile methodology. A product owner, a scrum master, and a development, which comprised of testers and developers. A study of the Scrum-Agile techniques used on this project was the objective. There were a myriad of ways based on the findings that allowed these approaches help or hinder the result of the final product.

**Roles: Product Owner**

After gaining an understanding of the needs of the customer and the business, scrum product owners build and oversee the product backlog in accordance with those needs. Agile teams are flexible and responsive by nature, therefore it is the product owner's job to make sure they are providing the greatest value. The product owner speaks for the company and informs development on the most crucial deliverables. Between these two jobs, trust is essential.

Thus, the product owner needs to prioritize the work based on all of these inputs. This is arguably their most significant duty since, in addition to decreasing team effectiveness, imprecise instructions and competing priorities run the risk of severing the crucial trust that the business has with the development team.

**Roles: Scrum Master**

The scrum master's job is to keep everything cohesive and make sure scrum is carried out correctly. Put practically, that means they support the scrum team's improvement, the development team's delivery of value, and the product owner's definition of value. Being a servant leader means that the scrum master not only exemplifies a helpful leadership style but also what they do on a daily basis.

They support the product owner by helping them manage the backlog, organize the work with the team, and break down the job to give the most effective learning. They also help the product owner better comprehend and express value. The scrum master assists the development team in self-organization and goal-setting. The organization as a whole benefits from the scrum master's assistance in defining scrum and fostering a supportive atmosphere.

**Roles: Development Team**

To make decisions and complete tasks, the development team must to possess the ability to self-organize. A development team can be compared to a production support team that is called in late at night to fix a problem. Similar to the production support team, the development team is able to make judgments and provide the solution or value for the current issue. Self-organization is about giving the individuals closest to the task the authority to take the necessary actions to address problems, not about undermining the organization.

The daily scrum makes the work transparent and gives team members a special space to ask for assistance, celebrate accomplishments, and identify problems and roadblocks. The development team is ultimately in charge of directing the daily scrum, however the scrum master may assist. The purpose of their meeting is to assist them in examining and modifying their work as a group so that they can operate more productively.

**User Stories**

Within a project, the Scrum-Agile approach to the SDLC is very helpful in identifying key functionality. If done incorrectly, software planning can become quite complicated. Effectively decomposing intricate activities into manageable chunks is essential for a deployment to be successful. The smallest work unit in an agile system is called a user story. It's an objective, not a feature, stated from the viewpoint of the software user. An informal, broad description of a software feature written from the viewpoint of the client or end user is called a user story. The information gathered for the end-user requirements for the SNHU Travel project and used that data to generate user stories. The functionality of these needs was outlined in these user stories. User stories should be brief but sufficiently detailed for both developers and users to understand.

**Change and Interruptions**

Every project is subject to change, regardless of the methodology or framework employed. Members of the project team must realize that Scrum development techniques are meant to be flexible. By using careful change management procedures that adhere to the Scrum principles, organizations should aim to maximize the positive effects of change and minimize any negative effects.

By employing brief, iterative sprints that take into account client input on each sprint's deliverables, Scrum projects embrace change. This allows the client to communicate with the Scrum Team members on a frequent basis, view deliverables as they become available, and adjust requirements early in the Sprint if necessary.

**Communication**

Agile employs essential communication techniques to bring together a group of diverse individuals into a cohesive team. With the use of agile methods, the team may create a focus that will help them succeed by integrating the WBS, which defines the project's desired outcome, into their daily activities. Smaller teams are more productive and have better communication. The objective is to strike a balance between maintaining a small enough team to be agile and productive and a large enough team to finish enough work in a sprint. Daily Scrum sessions facilitate better team collaboration and enable the prompt identification of possible communication barriers. In the Scrum team, regular interactions are necessary for effective communication. Set up one-on-one meetings, have a conversation with every team member, and assist them in realizing their contribution to the success of the project.

**Organizational Tools**

Agile encourages change and allows for flexibility rather than trying to plan and forecast every aspect of a project ahead of time. Agile solutions let you respond to changes and comments more quickly, produce usable software more quickly, and modify your plans as necessary. For the SNHU Travel project, JIRA Board was used. Software teams can handle complicated projects by fostering a collaborative culture thanks to the scrum methodology. The Jira board is the instrument that facilitates incremental, iterative delivery by bringing teams together around a common objective. This effective helped with communication.

**Agile Process**

There were advantages to using Agile in the project, but there were also some disadvantages. It was equally hard to forecast the SNHU Travel initiative. Project scope can quickly become out of control and exceed budget if it is not managed. In an Agile project, scope growth is practically a given, because the customer needs changed and could have alter the timetable. The benefit of unpredictability is that, even if requirements can vary, product quality rises along with stakeholder involvement and satisfaction.

All things considered, it was a wise decision to apply Agile to the SNHU Travel project since it increased flexibility and transparency. Agile promotes the team to work on many project stages concurrently, whereas the Waterfall method is a linear working method that demands the team to finish each phase before going on to the next. We also reduced the possibility that we would have overlooked a crucial client request. Ultimately, the Development Team and the customer were both delighted with the high-quality product that was produced.