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CS-250

CS-250 Sprint Retrospective

The various roles that have been partaken in this Scrum-Agile have been done effectively during this Sprint. The Product Owner was ensuring that the Product Backlog has been done with the best attention to detail through ensuring that User Stories were accurate and were oriented towards the total goal of the SNHU Travel project. There were many User Stories that were made to ensure that the Client would be satisfied with the requirements for the software to be developed, for example, one User Story involved categories being made into the project and being able to select which category you would like to choose for current vacation packages. The Scrum Master facilitated Daily Scrum meetings to ensure everyone was on the same page to get the necessary work done for the day, and to also understand what everyone had done in the previous day with any implications that may have arisen. An example of how the Scrum Master communicated effectively would be through the means of asking each team member specific questions related to their work to ensure they could complete their work with quality in mind, as well as making sure any sidebar conversations could be made on a board for later discussion if necessary, during Daily Scrum meetings. The other team members helped the Scrum-Agile approach in becoming multifunctional through testing on their own to ensure a quality product was being developed. This was done through the means of rigorous testing as they went through the programming process, and as such we were able to develop test cases that corresponded to the current Sprint and any changes that were done while developing the code to complete the project.

The Scrum-Agile approach helped the team members create informed decisions about what to do for the project through the Sprint Planning, Product Backlog and Sprint Backlog to help us create tasks for daily operations and Sprints to come to completion throughout the project. Through this communication and User Stories, we were able to sort the User Stories into priority categories where we could focus on the important aspects of the project for the current Sprint. We decided that focusing on the main qualities of the product in mind would ensure we complete the current Sprint for the project so we could develop the project with the highest quality. Specifically, we developed the User Stories and sorted the User Stories through the Planned Poker methods to get an understanding of the values of the different User Stories we had available. This helped us understand which User Stories we should focus on so that we could put them into the Sprint Backlog to work on for the current Sprint. If there were any changes to the project like there were when the Client wanted to make a focus on detox/wellness vacation packages, we simply talked about what changes needed to be made to ensure the same quality product we had in mind before the change. We were able to implement the changes with little to no hinderance in our current Sprint due to our communication in Daily Scrum Meetings and the Product Owner working closely with the Client.

The organizational aspects of Scrum-Agile were helpful in many ways and through the use of JIRA, we were able to develop a crystal-clear understanding of the current Sprint and the roles associated with Scrum to communicate effectively for the project. JIRA helped us communicate if any of us had questions with the Product Backlog, which was made into a separate dashboard for all team members to see as we worked on the current Sprint. This also helped us to know who had what task while completing our work so if one of us had a dependency on the other for a portion of the project, we could communicate effectively with that respective team member. This allowed for increased communication for the team members to be as creative as they could be to complete the project to the best of their ability. We had communications that led to us exercising the effectiveness of Scrum thanks to JIRA being able to show us specific information regarding test cases and the Sprint Backlog.

Some pros for the Scrum-Agile approach for this project may include:

* Increased communication through Daily Scrum meetings and being able to communicate with other team members if one of us got stuck during the Sprint duration.
* Sorting out features into epics helped create better organization for the project.
* User Stories helped the team members to understand the features that need to be implemented into the current Sprint.
* User Stories also helped to create effective test cases for the team members to understand how to develop a quality product by the Sprint’s end.
* Daily Scrum meetings helped each team member stay on task and litigate any implications throughout the project.
* Any changes that needed to be implemented on the project were made with little to no hinderance to the project.

Some cons for the Scrum-Agile approach for this project may include:

* The learning curve to understanding the Scrum processes to implement into the organization.
* The strict organizational challenges to developing a project because there are artifacts, events, and specific roles that some may not be familiar with.
* The need for cross-functional team members vs. The specialized team members focusing on a specific need for the project.
* The need for the fixed timeframes to complete current Sprints.
* Scalability issues for projects and teams, as large complex projects would require many moving parts.

I think that for this project, the Scrum-Agile approach is effective because it could be scaled to meet increasing demands for the workflow. The Scrum-Agile approach helps the team members communicate effectively for the project's sake, having Iterations that need to be completed for the User Stories to be implemented into the project with little to no setbacks. In theory, you could do a waterfall approach to this project because of it being small, but overall I feel the Scrum-Agile approach would be the most effective because you could always create more Sprints and develop more User Stories to upscale the project and create an overall better product for the Client to compete with other similar products on the market.