Module 7-1 Sprint Review and Retrospective

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The SNHU Travel project was about developing a website where users browse and reserve vacation packages. Christy, the project's product owner, met with the client and customers to conduct interviews with them and learn what features they would want to see added to the website. Christy provides the information and feature suggestion list to the Scrum Team so they can start building and testing based on the focus user groups feedback. To learn more about the client's objectives for the project, I, the Scrum Master met with the client. I put together an agile team after the meeting. I worked with this team to draft a team charter and schedule activities like sprint planning, daily scrum, sprint review and retrospective, and backlog refinement. Developers are a crucial part of the scrum team; they oversaw planning the project's code, writing it, and taking part in peer reviews. Testers were also involved, who oversaw creating acceptance standards and tests, as well as running tests and evaluating outcomes.

My responsibility as the scrum master was to encourage good team communication and steer the product sprint in the right direction. Daily stand-ups with the team that gave everyone an opportunity to share their concerns about problems and obstacles and let others know about victories and accomplishments, were among the most beneficial practices that were put into place. Initially, it was difficult to keep the team from talking openly, but as the sprint went on and the team moved closer to our goal, everyone became more at ease sharing their thoughts, frustrations, and enthusiasm with the group. A central Scrum board that was accessible to all allowed for communication outside of standups. Focus users were consulted about this modification and the product owner then returned with a list of items they would want to see included in the new design. Because the developers and the product owner took the time to discuss these adjustments before adding them to the backlog, the project was completed quickly and to everyone's satisfaction.

The developer team put in a lot of effort to create a quality piece of software. They were able to complete all the product owner's requests during the sprint by collaborating closely with the Testing team. The developers were able to find problems in the software and tighten the code thanks to the testers' critical input. The Developer team amended the intended results of these features as user stories were updated to reflect the new wellness and detox vacation requirements, and they assisted the Testers by developing test cases for each new feature. At the conclusion of the sprint, the developer team handed a usable product over to the product owner.

When the user stories were presented to the team, the highest priority stories were developed first, allowing the team to concentrate on doing what the product owner thought was most important first. As a result, the team had extra time throughout the sprint to finish any higher priority tasks that might have taken longer. However, because of the Agile method of development, they were able to complete both these features and the lower priority requirements in the allotted amount of time. It was even simple to modify the product to satisfy the needs of the users and the product owner encountered thanks to the feedback provided to the team mid-sprint.

The Agile Method reduces the likelihood of encountering any problems or failures and enables the team to test various components continuously so that any necessary modifications may be made as soon as possible. We used the Agile methodology to develop our user stories because we already had functional sections of our code; when changes were required, Agile made it simple to implement them without having to start from scratch. Even though the project had previously been completed and was functioning properly, we were nevertheless able to incorporate and modify the top five destinations. Agile allows for flexibility. It was simple to go in and make such changes fast and effectively without affecting the project timeline when the customer offered any new requirements they needed to amend.

We were able to make the necessary changes when our project's focus shifted to encouraging detox and wellness travel with the Agile Method. Christy informed us that the client wanted to change the project's focus to detox and wellness destinations during a scrum meeting. Brian, the tester, was able to modify our test case to meet the project's new course and ensure that it will continue to function as planned. The decision to employ the Agile Method allowed us to simply go back and make the necessary modifications without having to start over from scratch, something the development team did voice some concern about. I reaffirmed that the project deadline timeline would not change and that the adjustments we needed to make had no bearing on the deadline.

For the scrum master to keep the team moving smoothly toward the final goal of product delivery, communication is of the utmost significance. All team members could view overall progress thanks to an email chain that was kept up to date and central backlog board. Everyone had a voice in the daily standups, which I coordinated as the scrum master to keep everyone on topic and allow for the later discussion of new issues as needed. Developers had the opportunity to create pairs during the standup for more effective programming sessions. A JIRA central board to visually represent sprint objectives and accomplishments is one of the additional resources to that was used. The use of online application made it possible for remote workers to remain in communication with the rest of the team. I, the scrum master, update both as necessary. I first emailed Christy to ensure that we were off to a good start. By Christy responding to inquiries and including the team in those emails, the team is able to respond to one another and facilitates communication. This encouraged group engagement in team meetings as well. After the project's focus shifted, I emailed Brian and Christy to inquire whether any specific features needed to be added to the website.

The tools we utilized with the most were the user stories and the product backlog. The user stories work hand in hand with the product backlog because it takes the project and turns it into a checklist of the things we need to get done. This enabled us to prioritize our work and ensured that the most crucial tasks were completed first. We divided our project into smaller jobs and processes thanks to the user stories. By breaking down the project effort, we made it look more manageable. I believe that adaptability was the Agile Method principle that we utilized the most. When the client decided they wanted to change the top five destinations, we had to be flexible throughout the process. The modifications also enabled the team to carry out the client's requests for adjustments successfully and without causing the project to be delayed. I gained additional knowledge of the sprint backlog, product backlog, daily scrum meetings, and sprint reviews. These resources are crucial to software development and assist me in leading the team in my role as Scrum Master.

One of the key organizational tools we used was a team charter, which outlined the team's goals, roles and responsibilities, and decision-making processes. This helped to ensure that everyone on the team was on the same page and working towards the same objectives. In terms of Scrum-agile principles, we made use of several key practices that helped us be successful. Additionally, we used a backlog to prioritize and track the work that needed to be done, and we regularly refined and updated the backlog to ensure that it accurately reflected the team's priorities.

In our assessment, the Scrum-agile approach was effective for the SNHU Travel project. One of the key benefits of using a Scrum-agile approach was that it enabled us to be flexible and responsive to changes and feedback from the client and customers. The use of Scrum-agile principles helped us to stay focused on delivering value to the client and customers. By regularly reviewing our progress and adjusting our priorities as needed, we were able to ensure that we were always working on the most important tasks and delivering the most valuable features. However, there were also some challenges and limitations to using a Scrum-agile approach. For example, the need for regular meetings and reviews can be time-consuming and may not be feasible for projects where requirements are pre-defined and not changing. Additionally, Agile can be challenging to implement in organizations that are not used to this way of working and may require a significant cultural shift.

In conclusion, I believe that the Scrum-agile approach was the best approach for the SNHU Travel project. The flexibility and focus on delivering value provided by Scrum-agile principles enabled us to effectively develop a website that met the needs and expectations of the client and customers. However, the specific needs of each project should be considered when determining the most appropriate approach.

I want to take a moment to thank everyone on our team for the tremendous effort they put in so that we could reach our product goal.

Thank you!