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CS-250: Final Project - Sprint Review and Retrospective

Author's Note

This essay is based on previously submitted Journal assignments. This Project continues the first- narrative used in the journals and cites heavily from them to demonstrate how each Scrum role contributed to the successful completion of the website development project. Please also be aware that this Sprint Review and Retrospective will describe a synthesis of several Sprints.

Sprint Review & Retrospective, Mar 31, 2023

<u>Product Team</u>
Christy, Product Owner
Ron, Scrum Master
Brian, Tester
Nicky, Developer

Project vision and mission: Maintain SNHU Travel's position as one of the top travel agencies in New Hampshire by creating a site that engages visitors looking for deals on travel and providing content to inform them of travel options and to encourage them to make travel bookings through the site.

Project objectives: Create a new revenue stream for SNHU Travel from site visitors

Final deliverable: Operational Travel Site

Reflections

Today marks the completion of the final Sprint of the project. We will be going live on Monday and troubleshooting any issues that occur. We will provide on-site training over the following several days to ensure that SNHU Travel understands how to administer the system. Christy will then be responsible for monitoring the system closely to ensure that the ongoing performance of the website continues to meet the client's needs. She will work closely with Nicky, who has been assigned the task of ongoing website maintenance to keep it running smoothly.

Using an agile Scrum framework gave our team a flexible approach. With a more focused planning phase dealing with big-picture concerns, our team could focus on creating value in

small increments. In Scrum, several life cycle stages may be iterated over to reflect the current needs of the client and the development team's current priorities within the project. This process allowed our team to produce more value with greater efficiency (Cobb 2015).

The Agile Manifesto (Beck, K. et al. 2001) succinctly describes the agile mindset embodied by Scrum.

> **The Agile Manifesto**
> We are uncovering better ways of developing software by doing it and helping others do it. Through this work, we have come to value:
>> Individuals and interactions over processes and tools
>> Working software over comprehensive documentation
>> Customer collaboration over contract negotiation
>> Responding to change over following a plan
>
> That is, while there is value in the items on the right, we value the items on the left more.
>
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As the Scrum Master, I've been delighted with the performance of each of our team members. They have all embraced the agile mindset and have been actively engaged in learning the Scrum process. Over a short period of time, they've developed a solid understanding of the Agile Software Development Lifecycle (SDLC) as it is implemented in Scrum. Their participation in each Scrum ceremony (Daily Scrum, Sprint Planning, Story Time, Sprint Review, and Sprint Retrospective) has been exemplary. They receive criticism well, are open to mentoring and new ideas, are willing to mentor others, and are respectful of others.

In preparation for the first Sprint, the team and I developed a Team Charter outlining the nature of the project and the general structure we'd be using, including communication do's and don'ts (Wozny, J. A., *CS-250: Journal - Scrum Master*, 2023). The team also settled on a definition of "Done" (Wozny, J. A., *CS-250: Journal - Tester*, 2023).

I worked with Christy to ensure that the Product Backlog was ready for Sprint Planning. She began the process by meeting with Amanda, the client, to understand her needs. She then created the initial, empty Product Backlog which she added User Stories from the initial meeting and several follow-up meetings with stakeholders, including a number of focus groups. As she added User Stories, she began the refinement process (Wozny, J. A., *CS-250: Journal - Product Owner*, 2023).

To assist her in this important task, I facilitated Story Time each week to allow the full team to understand better the User Stories, their prioritization, and how Christy was measuring the business value of each. With the team's assistance, Christy successfully refined the Product Backlog for each Sprint Planning ceremony (Wozny, J. A., *CS-250: Journal - Scrum Master*, 2023). Story Time gave the Development Team an opportunity to use their expertise to aid in the assignment of story points (Wozny, J. A., *CS-250: Journal - Developer*, 2023), assist with

developing test cases (Wozny, J. A., *CS-250: Journal - Tester*, 2023) and break up User Stories that were too large for a single Sprint.

The team did have challenges along the way. As a team relatively new to the Scrum process, they needed some coaching to keep them on track. For instance, in our Daily Scrums, Nicky often strayed off-topic and would spend too much time trying to discuss details that were better suited for offline discussions (Wozny, J. A., *CS-250: Journal - Developer*, 2023). This, and similar issues, resolved themselves quickly through mentoring. Other challenges required me to take a more active role by removing roadblocks affecting developer performance (Wozny, J. A., *CS-250: Journal - Scrum Master*, 2023).

With the exception of the week 4 Sprint, the Developers were able to successfully complete their Sprints. They used a Test Driven Development approach with Paired Programming (Wozny, J. A., *CS-250: Journal - Tester*, 2023). This worked out great, but not without stumbling blocks. At one point, they were unable to complete all tasks from the Sprint Backlog due to an edge case that they had not considered before they marked the item as "Done" (Wozny, J. A., *CS-250: Journal - Product Owner*, 2023). Fortunately, the failed item was not an essential component of other items within that Sprint.

The week 4 Sprint was canceled halfway through the week. The client made the decision to change the focus of the website from the Top 5 travel packages of any type to the Top 5 Health and Wellness travel packages. This caused some concern, but the team was able to regroup, walk through the new User Stories associated with the change, and make appropriate changes to the Product Backlog. Although they lost a day to the re-planning process, they remained on schedule according to the burn-down chart (Wozny, J. A., *CS-250: Journal - Tester*, 2023).

Throughout the project, the team used the provided tools to communicate the project's status. Our team utilized Jira, their preferred project management software. Jira provides tools to manage the Product Backlog, Epics, Stories, and tasks. The Product Owner used its tools to manage User Stories and the Product Backlog, while the Developers utilized its Kanban board tools to manage each Sprint Backlog (Atlassian, 2023).

Bringing the Scrum project framework to Chada Tech for this project has been an exciting opportunity. A more traditional waterfall approach would have been less successful, requiring additional time to analyze the requirements and complete all focus group research before the scope and functionality could have been defined sufficiently to begin the design and implementation stages. Indeed, the project may have been unable to proceed after week 4, given the last-minute changes. The Scrum process was a success for this project and was well suited to its overall objectives.

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