# CS-250 7-1 Assignment: Sprint Review and Retrospective

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Going through the course and learning about the different roles. The roles of Scrum Master, Product Owner, and Developer were all vital to the success of the SNHU Travel project. The Scrum Master played a critical role by overseeing key Scrum events such as Sprint Planning, Daily Scrums, Backlog Refinement, Sprint Review, and Sprint Retrospective. They ensured the team followed Agile principles and provided necessary training when needed. By facilitating these events, the Scrum Master helped the Development Team stay informed about the project's status and focus on the appropriate tasks. The Product Owner held the essential responsibility of shaping and driving the project's overall vision. They collaborated with clients to gather requirements and incorporated their feedback as features were developed. This ensured the project remained aligned with stakeholder expectations. The Developer role was crucial in transforming feature requests and requirements into a functional product that met the defined acceptance criteria. Each role was important, and without any one of them, the project would have faced greater challenges and a more difficult path to success.

The Scrum-Agile methodology provided a robust framework for Software Development Life Cycle (SDLC). This helped with ensuring the completion of various user stories. Backlog Refinement served as a critical step in maintaining a steady pipeline of user stories, allowing the team to prioritize and prepare tasks for future sprints. This step ensured that the team was always ready to pull work into a sprint without delays or confusion, enhancing overall productivity. The clarity and structure of well-defined user stories enabled the team to work with a clear direction and measurable goals. Within each sprint, tasks were further broken down and organized into priorities and statuses. This approach made it easier to identify bottlenecks, adjust workflows, and keep tasks aligned with the sprint goals within the teams. The Sprint Review played an important role in validating the work completed during the sprint process. During the meeting the team can showcase deliverables, gather feedback from stakeholders, and confirm that all requirements have been met. This can help ensure the product aligned with user expectations and project objectives. The Sprint Retrospective provided the opportunity for the team to reflect on their processes during the sprint and identify areas for improvement. By analyzing what went well, what didn’t, and what could be improved, the team can then refine further and move to the next challenges.

Handling interruptions or changes is important when working with the Agile approach. One example of this would be developing the Product Application for SNHU Travel. As the client changed what was required for the travel website from a basic list to a slide show that incorporated Detox and Wellness, the team must quickly adapt to the change. The product owner was able to alert the team to the changes and the tester was able to update the test cases to the new changes. As the team committed to the agile process, we were able to keep the same release date on track. Due to the quickly evolving changes, however, other priorities were moved to the Product Backlog to focus on the current SNHU Travel changes. The Scrum framework puts emphasis on transparency to help keep the team and stakeholder informed of these changes. Following this allows the team to understand the changes and progress with the new direction.

Communication is important when working with a team and collaboration on a project like SNHU Travel. Daily standups, email updates, and collaborative tools are perfect examples of important communication skills. While working on SNHU Travel email feedback was done between the different teams to relay feedback, questions, or additional topics on the development. In one instance communication was done between the tester role and Product Owner to get additional feedback on what goals are expected from the test cases. Below is the email sent out to the Product Owner. In the sample below effective context was used by asking for specific details required. Collaboration was also used in this example by using Zoom as a collaborative tool to help obtain the information needed if the details were too long or complex to be able to relay through email. Collaborative tools are important to improve productivity but also transparency:

Hello,

I am currently working on test cases on the test stories that were provided yesterday. Going over the test stories, I had a few questions on them, and I am hoping you can help clarify.

1. For edge cases do we have any guidelines on what to expect when running these cases? For example, if a user is booking a reservation and the room is no longer available. Do we have any examples of what kind of messaging is expected?
2. For error messages the current stories that were provided did not show any details. Do we know what error messaging or invalid error messages are expected? Should the error messages be translated into other languages? Do we know which main language regions we will be supporting?
3. I understand we are still testing the software but has there been any performance testing or stress testing. Do we know what the maximum client numbers should be or expected? Currently I have been testing with three to five clients but would need feedback on what is expected with 100 to 1000 clients at a time.

Please let me know if we have time to discuss this. I can schedule a Zoom meeting if needed.

Thank You,

Joshua Williamson

Software Development and Support

Organizational tools go hand in hand with Scrum-Agile Principles. Organization tools such as Jira or Confluence help with collaboration and accountability on issues and user stories. Utilizing these tools can help enhance productivity with the team. Daily Stand-Ups and Sprint Reviews are important Scrum Events as the meetings can offer transparency, inspection, and allow team members time to discuss important topics of the product. Daily Stand-Ups for example can serve as a platform for teams to discuss current work, roadblocks, or next steps on the design phase. This can be important to help with any adjustments that may be necessary in the development phase.

Finally, evaluating the Agile Process with SNHU Travel we can see following Scrum-Agile was the best approach. It allowed the team to become nimbler and quicker to adapt with change. This is important with shifting user needs and market changes. The project did face challenges along the way such as changes to how the project would need to be developed or possibly slower response times from team members. However, the project would have suffered the same cons if being approached by a Waterfall method.