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Sprint Review and Retrospective

8/12/21

Success in agile depends on the collaboration of all team members. Each role within the team contributes in unique and varied ways. Starting from the top, a product owner is responsible for managing the product backlog and maximizing the value of the product. They often must work widely across organizations and have incredibly depth in their perspective and knowledge of the business, product, and market. A specific example from the SNHU travel project was how the product owner identified user requests, prioritized them according to needs, and placed them in the product backlog. Then user stories were created based on the interactions from the focus group and what was placed in the product backlog.

The scrum master is responsible for ensuring everyone understands scrum and is a guide of sorts or servant leader. Maximizing the value of scrum events is what a great scrum master can enable within a team by facilitating transparency and superb communication. They adhere to scrum theory, practices, and rules. An example of this from the project was the agile team charter that was developed in module two. The scrum master laid out the business case/vision, wrote a mission statement, described the roles of the team, success criteria, risks, rules of behavior, and lastly communication guidelines. Now often there is input from the entire team when creating these, but the scrum master facilitates. Also throughout, the scrum master leads daily scrums and various scrum events that occur.

The tester has expanded responsibilities in an agile environment. Close collaboration with the developers and working with the product owner is now necessary. It is imperative that the tester provides feedback and testing throughout the sprint and software development lifecycle. Testing is continuous and iterative. One of the important contributions the tester made to the project was ensuring the test cases met the needs outlines by the user stories. This was in close collaboration with the product owner, as new details came in, test cases were changed accordingly, and the revisions altered the acceptance criteria.

The developers are a self-organizing unit that work to iterate and release functional bits of the project/code. In agile the developers are given greater freedom and less bureaucratic constraints weigh them down. The environment is cross functional, and the development team has all the skills/resources and is accountable for completing goals. In the project the developer had to modify the existing code in response to the product owner giving them new requirements. The slide show must be updated with new pictures and captions, so the java code was updated in response.

Taking a scrum-agile approach to the SDLC drastically helped the user stories come to completion. User feedback was gathered, and then due to the iterative nature of the development process, was quickly applied to the project. The adaptability of the team was apparent, and the users' changing needs were met without lengthy delays. In multiple modules the product owner supplied the development team with new requirements or information, and they were able to create or modify the project/code to meet the demands. User stories accurately were met and with acceptance criteria that clearly laid out the users' expectations. All of this also demonstrated how the scrum-agile approach supported the completion of the project even when the project changed direction.

Effective communication is vital in an agile setting, and I demonstrated this multiple times throughout the project. This can be evidenced in the sample emails and journals in the modules, and also the team discussion posts. To encourage collaboration, I made sure to communicate very clearly, honestly, and respectfully at all times. An important part of my effectiveness in communicating comes from the time and effort I take getting to know the teammates roles and work, as well as the scrum process itself. When you are aware of everybody's current work and requirements, it makes it easier to ask good questions and be a positive resource for the team.

T he organizational tools and scrum agile principles were as always key to the success of the team and project. Daily scrums, sprint reviews, the user stories and product backlog, online applications that can hold this information such as Jira, azure boards, all contribute to the overall effectiveness and organization of the project. The principle of satisfying the customer through continuous delivery and iteration is probably at the forefront of why agile works. From there comes the adaptability of the team, excellent communication, striving for working software, and constant improvement. In today's environment especially, it is necessary to have scrum meetings, Kanban boards, whatever it may be all online, so tools like Jira are invaluable to have.

Overall, when assessing the effectiveness of the scrum agile approach, one must look at both the pros and cons related to the specific project at hand. When working on a project that is for a customer and will be consumer facing, I think agile is perfect to use. User and customer feedback are incredibly important for a consumer product. The agile approach allows for iteration and constant development flexibility. The main con of this would be the costs associated with onboarding a team into this environment if they are not already trained or experienced in scrum agile methodologies. This investment, however, will be more than worth it

in both the short and long term, as the current project is best suited to agile, and inevitably other projects in the future will be as well. A waterfall approach on this travel project would have been inferior to use. Without a doubt I can say that scrum agile was the best approach to take for this project. We were able to quickly develop and maintain the code, get feedback from the customer and users, make changes as needed, and ship on time.