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CS 250

June 22, 2024

Final Project Sprint Review and Retrospective

There are a lot of moving parts that go into Sprint review and retrospect. The 1st is tool to look at how various roles on the team specifically contributed to the success of this project. Starting with the development team. The development team plays a pivotal role in the overall success of your project and on a scrum team they play the same pivotal role. They don't just create code but in turn they are creating a valuable product for a customer no matter what that is. In this case they had a few user stories that they had to implement, for example creating a top five destination list based on users lists that they have previously created. Creating and implementing these types of user requests or features are important to complete and scale a project that is created that developers take user stories that are provided to them from the product owner and then do scrums to create them.

The next very important person in this team is going to be the scrum master. How the scrum master supports the team by doing various things such as coaching, helping the team focus on high value increments, ensuring that scrum events happen and that they're positive and productive. And that they are also integrated with the product owner. I also serve the organization by leading and training the organization and adopting scrum. Also planning and advising scrum implementations, helping employees and stakeholders understand and then act empirical approaches for complex work and removing barriers between stakeholders and scrum teams (1). I would say the biggest use of the scrum master for this project is the ability to drive the team to succeed, keeping them on time and helping them visualize the end goal for the customer. Scrum Master and the developers work hand in hand. To help ensure. Those impediments are removed from their progress. And that they continue to learn and grow. When they integrate with the product, the owner. So, the scrum master is very important.

The product Owner. Is also an important member of this team. They are there to maximize the value of the product. That's one person, not a committee. And they've maximized the value of the product by making choices on what goes in the build and what does not. They can accomplish this various number of ways. One of them do is user stories and seeing what the users want out of product and then that product owner will decide what makes it into the product. They are also responsible for the product division and managing the backlog as well as the stakeholders of the product overall. So, they are important in this process, they are the one that is ultimately responsible for delivering the products to the stakeholder at the end. So, what they say has a pretty big impact on the overall shape and the outcome. They are also in charge of stakeholder management. Which helps to align everybody to the vision as well as objectives and business goals. This can include inviting the correct Stakeholders to the Sprint review and discussing status of the backlog and what comes next.

Scrum-Agile approach to the software development lifecycle user story come to completion a few different ways. First being that user stories are introduced at all. This may seem this may seem like a rudimentary thing but without an agile workflow there wouldn't have been any type of user stories to begin with so you're able to organize these things quickly by holding different types of user sessions to find out what users want out of the program. 4 something else that is important here is the product owner managing the product backlog. As user stories are generated the product backlog fills up the product owner ultimately has the final say on what goes into these backlogs and what comes out. So, they have the final decision I want goes into the program. But now we can prioritize the product backlog using high level user stories. So now we assign a priority and who is responsible for this user story. By doing this we can visually organize what end users expect to see out of the program. By organizing information in this way, we can organize the product backlog as well as what the end user wants to see which can drive communication between the product owner and the developers this of course helps the overall development process and helps completion rate be better.

There are a few different ways that you can handle interruptions especially during scrum review uh the scrum master ensures that there are no interruptions and if there is that he is able to get the team back on track about what they are talking about specifically. The sole purpose in scrum reviews of the scrum master is to help filter out all the background noise to ensure that what they are working on is correctly followed. That also goes hand in hand with communication.

Communication is key in any organizational structure. But a specially it is key in a scrum slash agile environment primarily because there is so much work going on that each iteration district communicated effectively. The product owner must communicate with the scrum master and the scrum master must communicate to the developers what features are required for the product. This also allows them to make sure that everyone is on the same page when it comes to or they're at and a particular process of effective communication is very important.

One organizational tool that was very effective was JIRA. A visualization aspect for a project can be very helpful in helping people see where the project stands. Using a program to assist in that can be essential especially for larger projects and bigger teams. Tools like JIRA are important because they organize all this information into an easy-to-read catalog. This can help overall in the organization of product, backlogs and integrations to other tools that the team use such as: Github, slack, and Power Bi.

Here we will discuss the effectiveness of the scrum and agile approach for SNHU travel. The pros of this approach are as follows: it has allowed the team to organize the information for the project in a way that allowed them to keep on track. It also allowed for better communication between the product owner, the users, the developers and the scrum master. If there are any negative aspects to using an agile process for this currently, I am unable to determine. In theory, and negative thing could be how long it takes for them to set up the actual agile process for the project and the company overall, that could be a downside. Based on everything that I have red and participated in throughout this term I believe that this approach was the correct approach because of all of the things that I presented in the paper before this overall this is a lean process which has allowed the company to not only save time and money but also, has allowed the team to organize themselves better and work independently of each other where they are able to more efficiently create products that users want and that stakeholders are happy about.

**References:**

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