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Final Project

As the Scrum Master of the small team at ChadaTech responsible for developing the SNHU Travel application, I would like to provide a Sprint Review and Retrospective of our work. In this report, I will address various aspects of our journey, including the roles played, the Scrum-agile approach's impact on user stories, adaptation to project interruptions, effective communication, organizational tools and principles, and an assessment of the overall effectiveness of the Scrum-agile approach.

During the sprint, there were many roles that contributed to the success of the sprint. Our Product Owner played a pivotal role in defining and prioritizing user stories. They ensured that the team worked on high-value features. For example, when we had to decide which user stories had high, medium, or low priority, the Product Owner's guidance helped us make informed choices. The Development Team was actively engaged in the technical aspects of the project. Their skills and expertise ensured the successful implementation of user stories. For instance, when faced with a technical challenge, the Development Team collaborated to devise innovative solutions that aligned with user needs. Lastly, in my role as the Scrum Master, I facilitated Scrum events, removed impediments, and ensured that the Scrum framework was followed. I actively supported the team in resolving any roadblocks that hindered progress.

The Scrum-agile approach greatly facilitated the completion of user stories by promoting iterative development, daily standups, and backlog refinement. By breaking the project into iterations (Sprints), we were able to develop and release functional increments of the application. This allowed us to gather feedback from stakeholders and adjust as needed, ensuring that user stories met their expectations. Our daily stand-up meetings helped team members stay aligned on progress, address issues promptly, and plan their work effectively. This communication ensured that user stories were on track. Regular backlog refinement sessions ensured that user stories were well-defined and prioritized. This clarity reduced misunderstandings and allowed the team to focus on high-priority items. We started this process in Module Three where we created a Product Backlog, from which we went on to create User Stories, assigning them a priority on the backlog as well as estimating the size of the User Story.

During the project, there were instances where the project was interrupted, or the direction changed. An example of this would be when the list of destinations was changed in Module Five to reflect areas that promoted detox/wellness vacations. To meet the change in customer demands we updated the product backlog, and quickly completed the slideshow with a list of destinations that the customer requested. The Scrum framework, with its flexibility, allowed us to readily accommodate client-requested changes.

Effective communication was important for our team's success. Our daily stand-up meetings were effective in keeping everyone informed about each other's progress and any issues they faced. This encouraged collaboration and helped us identify and address roadblocks promptly. A key part of these meetings was to ask the right questions to ensure that the conversations stayed on task. What did I do yesterday to help meet the Sprint Goal? What will I do today to help meet the Sprint Goal? What impedes us from meeting the Sprint Goal? These questions helped the team achieve their goals by ensuring that throughout the meetings the team is focused on topics related directly to the project, the activities they are working on or have completed, and obstacles they face. This helps keep the Daily Scrum constructive and objective and dissuades distractions or conversations that are not in relation to the tasks at hand.

Sprint Planning, Daily Stand-Ups, and Retrospectives were the organizational tools and Scrum-agile principles that helped the team be successful. Sprint planning sessions helped us set clear objectives for the upcoming iteration, ensuring that the team was aligned on what needed to be accomplished. These brief daily meetings kept everyone informed, highlighted obstacles, and encouraged collaboration and problem-solving. Regular retrospectives allowed us to reflect on our processes and make continuous improvements.

Throughout the SNHU Project, we experienced some pros and cons. Some of the pros were flexibility, stakeholder engagement, and transparency. The Scrum-agile approach allowed us to quickly adapt to changing requirements and disruptions. Frequent reviews and feedback cycles ensured that the client was actively involved, resulting in a product that closely aligned with their needs. The use of Scrum artifacts like the backlog and burndown charts provided transparency into project status. Some of the cons were the learning curve and uncertainty. Adapting to the Scrum-agile required a learning curve for team members who were accustomed to the waterfall model. The flexibility of the approach may be unsettling for some stakeholders who prefer a detailed plan from the outset.

The Scrum-agile approach was well-suited for the SNHU Travel development project. Its flexibility allowed us to handle changes effectively, and the client's active involvement ensured a product that met their expectations. However, it's important to consider the project's specific needs and the team's readiness when choosing an approach.