Sprint Review and Retrospective

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When looking at the overall team and the processes we took to complete this sprint iteration, there were many things that we did that we can take a closer look at to make the sprints a better environment in the future. Throughout this retrospective we are going to go over the roles, user stories, interruptions, and more.

There were many different roles that were crucial to the success of the sprint. First looking at the product owner, they did a great job of holding themselves accountable for the communication between the client, users and the team by initially holding meetings to gather information. The Scrum Master was able to keep the team aligned with the scrum framework by keeping open communication between team members, and making sure that the scrum events happened. The tester was very helpful in that they were able to create a clear outline of how the functions that the users and client defined were meant to be implemented so that there was no confusion with the development process throughout the sprint. Developers were a crucial part of the team in the way that they were able to gather information given from the tester, owner and master in order to develop a deliverable piece of software that aligns with the current sprints overall goal.

When looking at the user stories that were completed during our sprint, it is clear that they were a very important part of the success to the sprint outcome. The first part of creating a user story was for the product owner to communicate with the client to see how their vision of the product is going to look. After the owner was able to gather the required information from the client, they held a focus group with customers of competing platforms, and previous customers of the SHNU site that was already implemented. During this meeting there was open flowing conversation about the features and updates that the user would like to have implemented in the future. This was crucial to the owner being able to comprise the user stories like, adding a search filter, or having a top 5 list based on previous interests.

Throughout the sprint not everything will always go exactly as planned, and during ours we can see that this is definitely the case. Using agile methods and adhering to the scrum framework allows you to be very versatile and dynamic in the development process, so that when a change in plans happens or an obstacle is impeding the path the team can adjust accordingly. After we created a deliverable based off the user stories that the owner first comprised, the client had a change in vision for the final product in order for the market to be more directed. This is something that will happen and will be able to be handled using scrum. A meeting was held in order to convey the clients wants, and communication began to flow between team members on how to accommodate the clients new ideas for the product. The developers were able to ask the owner to create an updated list of user stories, and for the tester to create new test cases based on the new information, so that the development process could adjust to what the client wants.

A common theme throughout our sprint was open communication and it clearly drove the team to a higher quality of product for what the client wanted. As previously mentioned there were many modes of communication that were crucial to the success. One example was the meeting that were held with the users and customers in order to get information, and then hold another meeting in order to relay the information to the development team. Another example was holding a meeting to update the team on how the clients vision had changed in order to let the team know about the changing environment.

Looking over the communication and organizational processes throughout the sprint, there were lots of tools and structures that were used in order to encourage open communication, collaboration, and planning. Using the scrum framework we were able to hold meetings like the daily scrum that updated everyone on the work that we were currently working on, so that we could be more organized and informed on what people are doing. Another great tool was the discussion board we posted to in order to post any concerns with the agile structure we were courtly using. It allowed the entire team to talk to each other in order to have a more directed conversation.

The overall sprint was a great first sprint and was able to create a deliverable that used the customer information to carry out the clients vision of the platform. If we look at the processes we used, most of them were very beneficial to the completion of the product we have currently. The sprint planning and customer information gathering was crucial so we knew what we were looking at before starting development. It also allowed us to pivot when there was a change in plans. I think the scrum framework was a great project management approach because the client was not entirely sure to what the final outcome would be, so it game us flexibility, and room to work in order to create a great product.