7-1 Final Project: Sprint Review & Retrospective

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During the SNHU Travel project I played four roles in a Scrum-agile team. Each of those roles had different relevance that added to the success of the project. Starting with the Product Owner role of the Scrum team, I learned that this role was unique and beneficial to the Scrum team and more specifically to the end user and stakeholders. As a Product Owner, I kept track of backlog and the user stories. This role was useful in keeping the team informed about changes during the project. Also, it helped bringing the end user’s perspective with how they do their jobs, which lead us to the role of Scrum Master. This role in layman's terms is the taskmaster of the Scrum team. As a Scrum Master, I had to ensure the daily Scrum meetings happens, preparing the team for Sprint events, handling the project impediments, etc, as well as, helping organizations understand Scrum goals, theories, and practices, helping the Product Owner with the backlogs, etc. Now onto the role of Scrum Developer, as a Scrum Developer, I had to make sure we were running our daily Scrum meetings and reporting the scheduled daily tasks, achieving the goals of the Sprint, assuring the Product Owner and Scrum Master that the development team was on track during the project, etc. Lastly, as the Scrum tester, I noticed how close this role was to the user stories. It was a bridge from the user to the developers, ensuring the quality of the software and the functionality that the end users needed while doing their job. Each of these roles was relevant to the success of a software projects.

The user stories are necessary for clear and concise communication in the Scrum-agile approach. The user stories give me the perspective of the end user when reading through each story, which help me get a better understanding about what the product should do for the end user. It also helps the Scrum-agile team to prepare for Sprint planning and get better project estimates, which leads to more precise planning for a project.

The Scrum-agile approach has constant communication and planning during the whole cycle of development. When working on our simulated project, our instructor throw in a change to the project. With my experiences on mostly waterfall type project methodologies, this would have caused a disruption to the team involved on the project. Most of the time, there would be a debate between the business units and the technical staff on whether to implement the change or not which could cause project delays, inaccurate estimations, etc. There is a daily Scrum meeting that keeps the team well aware of what is happening during the project. Moreover, Sprint planning organizes and prepares for contingency in the project. Also, the Scrum-agile approach has shorter development cycles, which makes it easier to account for these types of changes. In a Scrum-agile approach, everyone is a participant in the project, which helps the team communicate, plan, and prepare for any kind of changes needed in any project.

In our last discussion, we each picked a role in a Scrum-agile team. I chose Product Owner during this discussion. The scenario was a software consulting company moving from a waterfall methodology to a Scrum-agile method. I started with looking for effective ways to do a change over to Scrum-agile approach. I compiled a list of tasks that needed to happen for a smooth transition. After deciding to start with the first task, I communicated that to all members of the team. After getting sign-off from the whole team, I prepared a product backlog and user stories. Listed below is the backlog and one of the user stories:

**Vision Quest Product Backlog**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| User Story ID | Priority | Size | As a(n) <type of user> | I want to <perform some task> |
| 1 | 1 | Large | Product Owner | train to be a Scrum Alliance Certified Product Owner (CPO) |
| 2 | 1 | Large | Scrum Master | train to be a Certified ScrumMaster® (CSM) |
| 3 | 2 | Medium | Developer | train to be a Certified Scrum Developers (CSD®) |
| 4 | 1 | Low | Trainer | train to be a  iSQI Certified Agile Tester |
|  |  |  |  |  |

**User Stories**

|  |  |
| --- | --- |
| User Story Number: | 1 |
| User Story Name: | Product Owner Scrum Training and Certificate |
| User Story Size: | Large |
|  |  |
| User Story Value Statement | As a Product Owner, I want to train to be a Scrum Alliance Certified Product Owner (CPO), so that I will be qualified to do the job of Product Owner. |
|  |  |
| Acceptance Criteria: | * Available for half day training 5 days a week. * The ability to comprehend the Product Owner subject material. * To pass a Scrum Alliance Certified Product Owner (CPO) test. |

I chose the product backlog and a user story to demonstrate the way I communicated to our simulated Scrum-agile team. The reason I chose this type of communication is because I was a Product Owner, and I believe the product backlog and user stories are one of the most important communication tools for that position. Everyone on the team is using this as a reference to the project. The end users perspective is communicated with this tool. These tools communicate to the tester on how to set up test cases. It communicates to the developers what functions are needed. And so on.

One of the Scrum-agile tools I have looked at during this course was Atlassian Jira. This tool is a collaboration, code repository, tracking, planning, and more. It seems this tool was built around the Scrum-agile methodology. I believe this is a good tool that will contribute to the success of any Scrum-agile project. There are two agile principles that really stand out for me, change is welcome and collaboration. The reason why these two principles stand out to me is because Scrum-agile is designed for constant changes during a project. And again from my experiences with the traditional waterfall types of methodology, where change can cause so much disruption in these development efforts, a Scrum-agile methodology is winning over businesses. The other principle is collaboration, I picked this principle because in the past with traditional development methods, the team was more siloed. The Scrum-agile collaboration helps the team work together on projects. Projects involve the business units, project managers, users, developers, testers, which make a more efficient software. These tools and principles can be used in daily Scrum meetings, Sprint planning, Sprint events, just to name a few.

The Scrum-agile approach is beneficial because it involves project management, stakeholders, users, developers, and testers. This would help minimize misinformation and mistakes between all parties involve on the project. This approach allows for changes throughout the project. It offers transparency at all levels of the project. It is iterative process with continuous feedback. Some disadvantages of the Scrum-agile approach can lead to scope creep in a project. It is a rigid methodology, if the team does not work well, it could cause issues for the project. I think the team would need to be very proficient in their roles on a project. If someone leaves the project, it may be hard to acclimate new members during a project. I believe from my past experiences and my lessons during this term, that a Scrum-agile approach is the right methodology for the SNHU Travel project. We were dealt with changes during the project, the team was able to keep the communication going on, and it allowed for transparency during the project.