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CS250 Final

**Sprint Review and Retrospective**

In this sprint review I will be going over how each role contributed to the success of this week's sprint. I will go over the Scrum-agile approach, and how it aided in the completion of relevant work. I will cover the influence of changes in direction had, and our ability to cope using the agile. I will be sure to include the communication that led to a well-rounded understanding by all members of the team. Also, I will discuss the tools used, and possible improvements upon them. Finally, I will go over the effectiveness of the new system, and improvements that could be made going forward.

**The influence of different roles, and their contributions**

Every role on the team is essential in making a well-rounded and effective team. For the Scrum-agile approach we implemented the teams' members were the product owner, scrum master, developers, and testers.

The product owner was the captain of the ship, setting the direction of the project. The product owner was responsible for finding the needs of the end user and expression those needs to the rest of the team in a specific and actionable way. Additionally, the product owner needs to track what tasks need to be performed, and what the finished task should look like. He did this by creating user stories which explained what the users needs were, and what specific things we could do to meet those needs. This was then added to a log of tasks to complete. The product owner maintained this log, and updated values when new information presented itself.

I, the scrum master, was the glue that held everything together. It was my responsibility to ensure everyone had a clear understanding of their place on the team, and what was expected of them. I made sure to run the daily scrums in an effective and efficient manner, ensuring everyone was able to receive the aid they needed, without needlessly interrupting anyone's work. I made sure that everything ran according to plan, and I helped allocate appropriate resources when they were in need.

The developers were doing the work to turn the stories created by the product owner into functional components of our product. They worked on making the stories align with the expected results outlined in the user stories. When they encountered issues, they were able to extend a hand to one another during the daily scrums. With this process they created deliverables in an efficient manner.

The Testers first designed tests to ensure that the items performed their function just as outlined in the user stories. These tests make sure that every component is effective, and does exactly, and only what is expected of them. After the tests were designed, they were implemented and ran. This led to some revisions by the dev team, and some finished deliverables.

**A Change in Direction**

During the middle of our sprint, the product owner discovered an important change that the project would need to take. Quickly, everyone met for a change in direction meeting in order to ensure time was not wasted. The product owner revealed that the travel agency would be focusing on detox and wellness vacation packages. The product owner updated the user stories to reflect this change, and the dev team quickly implemented that change. The testers were able to craft new tests according to the new requirements. Under the waterfall methodology, this change would not have been possible, and if it were forced, it would have caused a lot of problems and time wasted.

**Effective Communication**

The most important part of having a team that understands the ins and outs of a project, and is able to quickly act, is effective communication. This is a piece of the Scrum-agile methodology that is critical and can always be improved upon. During this sprint there were several times where team members showed good communication and asked and answered key questions. For example, one of our developers send the product owner a clarifying email when we switched our focus to detox and wellness. The developer asked clarifying questions that let to clarified user stories, and a better end result.

**Helpful Tools**

Part of what sets our Scrum-agile approach apart is the tools that we used to be as effective as possible. One such tool is our user stories, and their corresponding backlog. Another useful tool is the board we used to track the task the stories that each dev team member is working on. The dev team also used methods of estimating how long it would take to complete a task using planning poker. All of these tools and several more made the process more efficient and easier to track.

**Overall Effectiveness**

There were several reasons why this approach was better than our previous waterfall methodology, and there are a few reasons why worse. The Scrum-agile approach we used was flexible, and we were able to quickly adapt when requirements changed. However, this adaptation did come at a cost of development time. Still, it led to an overall better product. We were also able to utilize resources more effectively, as each team and member were able to work simultaneously. Overall, our team performed very well, and the Scrum-agile methodology we utilized during this sprint proved to be an effective way of having a flexible, and productive development process.