Makayla Anderson-Tucker

Professor Farley

CS-250-T5472

18 June 2023

**Sprint Review and Retrospective**

The Scrum Master started the project off strong by making sure all the appropriate Scrum events were set up. Scrum events were extremely important for the team because they are designed to support every stage of the development process (Cobb 2015). The Scrum Master used events like the Daily Stand-up to check in with the team as well as to provide support and direction, if necessary. During the Daily Stand-up, the Scrum Master made sure to keep the team on topic and encouraged collaboration. During one of the meetings, the Scrum Master procured blinds for the team so they could work more efficiently in the office. To ensure that the team was on the same page, the Scrum Master created an agile team charter to help them understand what was required of them for this project. This charter ensured that the team practiced the Scrum values of commitment, focus, respect, and courage (Cobb 2015) throughout the project.

The Product Owner was the lead person in charge of communications between the clients and development team/Scrum Master as well as the Product Backlog. After the first meeting with the clients, the Product Owner created a Product Backlog filled with user stories, which are essentials in a Scrum-agile approach to development. The Product Owner also used a good tool in developing user stories: a focus group. The focus group’s feedback helped the Product Owner refine the backlog and improve features of the new system. This is a great example of how the Product Owner exceeded the client’s expectations. The clients did not request a focus group, but the Product Owner understood how useful they could be and implemented it. Whenever new stories were added to the backlog and refined, the Product Owner worked closely with the Product Tester on building test cases.

The Product Tester wrote detailed test cases for the user stories that the Product Owner wrote. The test cases should be written so that there is little to no ambiguity as to whether a user story can be implemented (Cobb 2015). In order to do so, the Product Tester often needed to get clarification from the Product Owner on user stories. Below is a sample of an email sent to the Product Owner.

A screenshot of a computer

Description automatically generated

This sample is important because it demonstrates the scrum values of openness and respect. The tester had questions, clearly conveyed their concerns, and remained respectful.

The development team worked with the Scrum Master and Product Owner to deliver high quality software. At one point in development, the clients decided to add a new feature. Because the team was using a Scrum-agile approach to project management, they were easily able to accommodate the request. To make it work, the Product Owner deprioritized certain items in the backlog to make room for the new users stories. This was possible because the team was using a Scrum-agile approach to the user stories. The developer was not able to speak to the clients about the change, so they went through the Product Owner to voice concerns or questions. Below is a sample of an email send to the Product Owner and Product Tester.

A screenshot of a computer

Description automatically generated with medium confidence

This email is important because open communication is necessary for the team to succeed. If the developer did not voice their questions/concerns about the new features, they could develop something in the wrong direction because they did not have complete understanding of what was needed.

The Scrum-agile approach was useful when it came to completing user stories. The work was broken down into Sprints, smaller and more workable batch sizes. It was also useful for the overall project. Before the project started, there was a fair amount of uncertainty, which made the Scrum-agile approach to the SDLC the right choice for this project. If a waterfall approach had been used, the clients would not have been able to add a new feature in the middle of production. Also, the Product Owner would not have been able to intermittently meet and collaborate with the client throughout development to ensure they were on the right track. Another big one is that this project needed to be completed in a 5-week period, which left little room for error. The waterfall approach has testing at the end of development, so if there were any bottlenecks or bugs, the team would not have had much time to fix it. Integrating testing into the development process allowed the team to deliver working software in a timely manner. The Scrum-agile approach was the best SDLC method for this project because of the flexibility and open communication it provided.

**References**

Cobb, C. (2015). *The Project Manager's Guide to Mastering Agile: Principles and Practices for an Adaptive Approach.* Wiley.