Marcus Moore

CS-250

Sprint Review and Retrospective

Applying Roles – For this project, each role played a crucial part in completing the SNHU Travel application, here is how each team member contributed to the development process.

The Product Owner made sure that the team always stayed on the same page with the business goals and the client requirements. The Product Owner’s close work with SNHU Travel helped prioritize the backlog and made sure that the most important and valuable features were implemented first. A good example is during the second sprint where the Product Owner held a meeting to refine the user story, ensuring that it met the client’s expectations.

The Scrum Master would organize the Scrum meetings and made sure that the team followed the Scrum principles. They also effectively maintained the rest of the team’s focus and productivity by holding daily sprint planning and stand-ups. An example of this could be the Scrum Master finding and fixing a dependency issue with a third-party API so there are no delays in the development of the application.

The Development Team consisted of cross-functional members who were able to collaborate very well together to develop the project in increments. The organization of the team and continuous feedback cycles let the Development Team make adjustments and improvements to the application as quick as possible, making for a seamless development process. An example of this is when the client unexpectedly added a new feature to the application that focused on letting the user view detox and wellness retreats.

The Tester played a very important role in the development of this application by making sure that every feature that the client requested worked as they should. They created many test cases to test most possible user situations and made sure that the feature worked properly.

Completing User Stories – Our use of the Scrum-Agile approach to user stories encouraged the completion of user stories with iterative development and a lot of feedback. By actively collecting regular feedback in the sprint reviews, the client has an opportunity to give feedback and make sure development is on track with the requirements. A good example can be after a sprint when the client provides feedback on the trip search feature, which led to improvements in the UI that the team was able to implement rather quickly. With incremental development, the team was able to break down the project into manageable sprints that let the team focus on a specific user story for each sprint.

Handling Interruptions – With the flexibility of the Scrum-Agile methods that we used; the team was able to handle interruptions very effectively. Specific techniques that we utilized the most are Adaptive Planning and Daily Stand-Ups. The Adaptive Planning makes it way easier to incorporate changes without messing up the project flow, like during one of the sprints where a change to the features was quickly needed and the team was able to add it in seamlessly. Daily Stand-Ups on the other hand kept the whole team aligned and aware of any these quick changes. An example of this is when during a stand-up, a member of the team addressed an unexpected bug they found in the trip booking feature. Because of the Daily Stand-Ups providing daily updates to the whole team, we were able to immediately address the bug and fix it so that we could prevent any more complications going forward.

Communication – Having efficient communication throughout the whole development cycle was crucial for collaboration of the team and the success of this project. Some examples of the communication methods that we used include the Daily Stand-Ups previously mentioned. These are short and focused meetings that make sure everyone on the team is on the same page. We also did Sprint Reviews and Retrospectives where we would look the progress made and reflect on the sprint and seek feedback. For example, in a Sprint Retrospective a team member might identify the need for better test automation or something along those lines, which will be implemented in the next sprint to improve efficiency thanks to the Retrospective and Reviews that we held.

Organizational Tools – There are many Scrum-Agile tools that the team utilized for the project’s success. The most useful being Backlog Grooming that ensure the backlog is always prioritized as well as up to date. Regular backlog grooming sessions helped the team stay focused on the highest priority tasks. Another super useful organizational tool that contributed to the team’s success was the Scrum Board. The Scrum Board is essential because it helps the team visualize the workflow and helps track our progress. It provides a clear overview of tasks in progress, as well as task that are pending or completed. This overview provides much better task management for the whole team.

Evaluating the Agile Process – Using the Scrum-Agile approach does come with its pros and cons. Some of the pros are the increased ability to respond to sudden changes in requirements. Better communication and collaboration with the team and with stakeholders. As well as the incremental delivery of features into the software, this allows for early feedback and adjustments. A couple of the cons that come with using the Scrum-Agile approach are the initial learning curve for members of the team that are new to Scrum. There is also the risk of falling behind the deadline if the backlog is not well managed. Despite these cons the Scrum-Agile approach overall been effective for the SNHU Travel application because to the flexibility it provides and the focus on continuously improving and maintaining efficient collaboration.

Resources

Vasiliauskas, V. (2024, June 4). *14 Scrum Advantages and Disadvantages in 2024*. Teamhood.com. Retrieved June 20, 2024, from https://teamhood.com/agile/scrum-advantages-disadvantages/