CS250 Sprint Review and Retrospective

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CS250 Sprint Review and Retrospective

# A. Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.

The roles on a Scrum team are as follows: Product Owner, Scrum Master, Developer, and Tester. Each of these roles greatly contribute to the success of the SNHU Travel project.

**Developer:**

The developer made the project successful by adapting to changes and bringing ideas to life. The developer works closely with the Tester to write code that passes all the tests. The developer created a functional slideshow that could demonstrate and relay users to amazing travel sites. The developer was also flexible for creating a new interface and recommendations based on feedback.

**Tester:**

The tester contributed to the success of the project by clarifying what the end state would look like. Without the tester it would be hard to know what the project should do and what it should not do. Testers work closely with the Product Owner and ask powerful questions to guide the developers into making great code.

**Product Owner:**

The Product Owner contributes to the success by being an expert and great liaison to the customer. The Product Owner translates the goals of the customer into actionable items. The creation of User Stories from focus groups gives a drive to the tester to develop tests and a drive to the developer.

**Scrum Master:**

The Scrum Master has the role of motivating and organizing the team. They organized all the assignments that all of the other roles did. Motivating and addressing what needs to be done is what the Scrum Master does. Since I did all the roles I myself played the role of Scrum Master understanding what the other roles did.

# B. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.

Scrum-agile brought a level of flexibility to the project that waterfall just could not have. User Stories, last-minute requirements changes, and closely working teams are the main reasons a scrum-agile approach helped SNHU Travel become a success. In agile it is important to incorporate customers and end-users in the approach which Waterfall does not do. The SNHU Travel team gathered a feedback group which shaped that way the project was developed. Without the user recommendation of wanting to filter by vacation types SNHU Travel may never have made that option. Waterfall traps teams into rigid schedules of developing then testing, where agile lets teams adapt and work simultaneously. When the last-minute change was requested the developer, tester, and product owner could work hand and hand.

# C. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.

Scrum-agile provides a huge source of flexibility in allowing teams to realign and reuse code to make new ideas come to life. In the project a last-minute decision to change from a list to a slideshow could have put waterfall off for weeks but was able to adapt in scrum-agile. In waterfall a change like this would require a new planning period, followed by a dev period, followed by a test period. The team was able to work closely together to make the project transition into a slide seamlessly by all the members working in tandem. The team also had to change all the vacations displayed into detox/wellness vacations which was a change that the team was able to tackle.

# D. Demonstrate your ability to communicate effectively with your team by providing samples of your communication.

Attached below is an example of effective scrum-agile communication. It was important to address the people you need responses from. It is also important to ask questions that need an answer. These questions I asked demand a response which encourages a dialogue to be formed. This is important to have open communication as it is one of the five scrum values in openness.

To: Christy and Tester

Subject: Development with new Plan

Dear Product Owner and Test Team,

With the new industry report changing the focus of the booking tool there will need to be changes to the code we have now. The code will need to solve the new focus of detox and wellness vacations. I want some more information; do you think you could answer a few questions for me?

**Product Owner:**

What makes a vacation a detox or wellness? Is it any vacation with a spa or resort? If a vacation is known for its beauty does this count? With the change in focus what will we as developers need to focus our time on? Should we focus on changing the catalog of vacations over additional functionality?

**Tester:**

What are the passing conditions of a vacation being wellness and detox? What are the passing conditions for the new slideshow format? When will the tests be done so I can optimize this code?

Thanks,

Mason

# E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.

The Agile Manifesto Principles that I found most useful would be; breaking big work into smaller chunks, welcoming changing requirements, and continually seeking excellence. Breaking the big project into small chunks to do each week helped make the big project relatively easy. Welcoming changing requirements made for a better end project and with closely working teams it was not hard to adapt. Continually seeking excellence made me want to do better and this is what you need for a project to succeed. The Scrum value of commitment and openness helped the team be successful by having the desire to deliver the best code to the customer and to work together in open communication.

User stories helped map out what needed to be done as the end users expected from the website. These helped with the value of commitment as it gave an idea of what the team could be committed to. Test cases let the developer work towards an idea of working code based on pass conditions. The backlog was a flexible tool that let people know what still needed to be done in future sprints. The backlog also helped with the value of focus as it let the team know where they needed to do their work. The Scrum Format let the team work together and know what everyone else in the project was doing this is by definition the value of openness.

# F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.

## Describe the pros and cons that the Scrum-agile approach presented during the project.

The pros of using a scrum-agile approach were definitely flexibility, constant delivery, and communication. The idea of flexibility helped the team be able to adapt to last minute changes such as the type of vacations offered and a switch from a list to a slide show. Constant delivery is a huge pro as at each step the team had working code to display what was done at each step. Communication is what keeps scrum-agile viable as team members work together to achieve greatness.

The cons of using scrum-agile would be large scale implementation, daily meetings, and quality of the project. In large scale environments having a scrum approach is challenging because of geography and customer participation. The team members will likely be all over and not in the same area. Also, in large implementation the customer may not have the skills or time needed to participate in the agile team. Daily meetings can be annoying and not bring much effectiveness to the team. The overall quality of a project can be hurt by an agile approach because small deliverables of working code is not always good. If the code was deployed with errors, it could cause problems. The quality can also stretch in agile as it can lead to being to big to handle because of no definite end date.

## Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

I personally believe the scrum-agile approach was the best for the SNHU Travel development project because of its small scale and low risk for errors. The benefits of quick working code that is adaptable is fantastic for a project like this. Small teams of just 4-6 members thrive in areas where they can have open communication. If the team was larger, it would have made sense for the team to be broken into waterfall approach. In an agile approach code can be released quickly and edited due to feedback. For a small website making vacation recommendations this is perfectly safe. Small scale low risk projects that do not need to be perfect are great for scrum-agile. In waterfall the project would’ve taken more weeks and would not have encompassed what the customer ultimately wanted.

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