CS250 Sprint Review and Retrospective

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

An Agile team is made up of four roles, Product Owner, Scrum Master, Developer and Tester, each roll has a unique role on the team, however there is not one roll that is more important than the others. For a project to reach its full potential, all roles must work together and keep open communication with each.

The first role is the Product Owner. One of the main roles of a Product Owner is to ensure that communication within the team as well as with the client is open, clear, and concise. The Product Owner contributed to the success of the SNHU Travel project by providing the team with well written User Stories, as well as conducting client and user meetings. Client/User meetings and User Stories are both important for the success of the project because they not only help the team understand the requirements, but they give a focus point of who will be using the product, the user persona. Having a user persona allows the team to target the needs of the user when in development, as a result the end product is less likely to need modifications once completed.

The second role is the Scrum Master. The Scrum Master is responsible for facilitating the Scrum events and helping the team learn and grow. The Scrum Master facilitates four different scrum events to help promote communication and growth within the team, Sprint Planning, Daily Scrum/Standup, Sprint Review and Sprint Retrospective. Each event helps contribute to the overall success of the project. The Sprint Planning sets expectations, promotes team communication and commitment, and ensures that team members are aware of their role and responsibilities. Daily Standups promote a sense of ownership, pride, and responsibility by reviewing what each team member has and is working on, additionally it helps ensure that all team members are aware of the projects current standing. The Sprint Review and Retrospective are both opportunities for the team to again touch base on communication and to reflect on the achievements and obstacles encountered during the life of the project. These are especially important because it provides the ability to learn and grow from mistakes so that they are not repeated in the future.

The last two roles are the Developer and the Tester. Both of these roles are vital to the success of a project as the quality of the product is best built in as the project is being developed. The developers and testers use the User Stores to develop a product that not only meets client requirements but also provides the end user with a positive experience.

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

The Scrum-agile approach helped the success of the SNHU Travel project because the team’s expectations were set based on the Agile Principles and Scrum Values. Scrum events support these principles/values and gave the team opportunities to communicate openly with each other, set expectations for themselves and their team members and ask clarification questions to ensure the requirements were understood. The use of User Stories helps ensure that the client requirements are clearly presented to the developers and testers so that they can focus on the quality of the product.

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

The Scrum-agile approach welcomes changing requirements and encourages team members to adapt to the real-time information and replan. When the client for the SNHU travel project changed the layout of the website and then the type of travel they wanted to focus on near the end of the project this really had no negative impact because there were expectations set at the start of the project for a potential for change and there was open communication between the Project Owner, Scrum Master, Client and team.

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

To communicate effectively with members of the team it is important to provide clear and concise questions and expectations for a response. The example provided below meets these requirements and helps ensure open and timely communication.

To: Christy – Project Manager, Brian – Tester

Subject: Clarifications to SNHU Travel Requirements

Hi Christy and Brian,

I am working updating the SNHU Travel project to meet their new request to pivot to detox/wellness retreats, however before I am able to continue, I need some additional information. Can you please provide clarification on the following questions as well as updated test cases to meet the new requirements?

* Are there any additional changes to the general layout/format of the slideshow?
* How does the client want the destinations ranks/displayed within the slideshow?
  + Do they want the first package to be the most frequently booked, the one with the highest customer satisfaction rating, or do they have another form of ranking they would prefer?
* Does the client want any additional filters to narrow down the results?
  + i.e. Outside adventure, Yoga, Family, Length of Stay etc

To ensure that we are able to stay on track please provide a response to confirm this communication was received and provide the requested clarification and test cases with within 24 hours.

Thank you for your time and clarification on these topics.

Marisa

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

I feel that all of the Scrum-agile principles helped make the SNHU Travel project successful, however due to the nature and expedited timeline of the project the most relevant principle would be “Welcome Changing Requirements”. In general, I feel that most people prefer that have an endpoint in mind when starting the work on a project, so the ability and willingness to welcome changes and adapt quickly gives Agile teams a head start that other teams would not have. Each of the tools used provided a benefit, the Agile Team Charter, Test Cases and User Stores provide clear and concise requirements, the Scrum Format creates a sense of ownership and pride in the work being completed and encourages open communication within the team.

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

I do feel that the Scrum-agile approach was the best approach for the SNHU Travel development project because the client had very vague requirements when the project was presented and required changes to their requirements as the project progressed. I don’t see any cons to using the Scrum-agile approach on this specific project. The pros were clear when the client decided to pivot their expectations because the team was already prepared to adapt to these changes by utilizing open communication and following the agile principles.