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CS-250

Sprint Review and Retrospective

Each team on a Scrum-Agile Team is reliant on each other. The Product Owner is responsible for being the expert on the product and communicating that with the team through the Product Backlog. The Scrum Master helps to coordinate the communication bridge between the Product Owner and the development team. The development team is divided into developers and testers who create the product and ensure the quality of their work. If one part of the team fails, the entire team fails.

For example, the Scrum-Agile Team had to work together to produce a success website for the SNHU Travel Project. The Scrum Master was responsible for ensuring Scrum events happened, such as Sprint Planning, Daily Scrums, Backlog Refinement, Sprint Review and Sprint Retrospective. By holding Scrum events, the Scrum Master ensured the team was effective at communicating with each other in order to produce a quality product while maximizing efficiency by adhering to sprints.

The Product Owner is responsible for maximizing the product produced from the Scrum team by communicating the product goal, creating product backlogs, and understanding the limitations of the Scrum Team and users/stakeholders. In the SNHU Travel Project, the Product Owner held a focus group with customers of SNHU Travel to gather data on what they would like to see on the website. The customers relayed to the Product Owner they would like to have the top destinations, a customized destination list, a price limit, and the ability to choose the type of vacation. The Product Owner relayed this information to the Scrum Team to create user stories and to establish the length of each sprint. However, after the first sprint, the Product Owner was told by the SNHU Travel management team that they would like to instead focus on a booking tool to show detox/wellness vacations. Due to using an agile framework, the team was able to change directions of the project without having to start over, unlike the waterfall method. If the waterfall method had been used, the team would not have known the SNHU Travel management team would want the final product to show detox/wellness vacations until the project was finished. By using agile, the team was able to save time and produce the desired product.

The Product Owner also creates user stories. User stories help with team collaboration, communication, and to complete the project in a timely manner. By creating user stories for the SNHU Travel Project, it helped to organize which items were most important to SNHU Travel users and the time frame it needed to be completed in. It also helped when the focus changed to detox/wellness vacations to easily create new user stories to help keep the project on track.

When SNHU Travel decided to change directions on the project to detox/wellness vacations, agile made the transition easier. During agile, the Product Owner communicates with the company and the rest of the agile team. The Product Owner acts as a liaison and updates the company with the progress the agile team has made and can inquire about any complications or questions that arise from the agile team and relay that information. If SNHU Travel were using the waterfall method, the agile team would not have been able to easily transition their focus on the project to detox/wellness vacations. The waterfall method works best for short, simple projects that are not anticipated to change. By using the agile method, this allowed the team to create new user stories and keep the progression of the project, just merely change a few user stories.

Being able to effectively communicate on a team is vital for the success of the project. Having effective communication is important in every role on the agile team. It is important for the Product Owner to communicate the needs of the project and to articulate it in a way that the company and agile team will understand. It is of vital importance for the Scrum Master to have the best communication on the team due to being responsible for adhering to Scrum. The Scrum Master holds all the Scrum Events and must be able to resolve any conflict and ensure the team has what they need to be successful. The developers need to be able to communicate any problems that arise, their needs, and story points. The testers need to be able to communicate their pass/fail tests and to communicate with the developers, so they are working on similar parts of the project. If one part of the team cannot effectively communicate, it effects the entire team’s success.

In order to successfully communicate, it is important to hold daily scrums and meetings as needed. Using a board that displays the user stories helps the team see what is accomplished and what needs to be accomplished during each sprint. Using tools, such as Jira, allows all team members to access the board regardless of location.

Scrum allows the team to easily stay organized and assists with a high level of communication and collaboration. Some of the best scrum tools are user stories, boards, sprint backlogs, and burn down charts. User stories in a “as a, I want, so that” format allows the team to split tasks among team members, assign story points, create a timeline, and helps create a realistic estimated time frame for each sprint. The boards allow the team to view user stories in order to help keep track of sprints. The sprint backlog contains a list of requirements for the project and a list of user stories/tasks. Lastly, a burndown chart allows the team and company to visually see the total time in a sprint compared to the work left needed to be completed. All of these tools are effective to create a successful environment to produce a high-quality product.

While the waterfall method can be useful, the Scrum-Agile method is the best framework to use for the SNHU Travel company. By using a Scrum approach, this allows the team to easily change directions for the tools needed for the website as the demand/interests change for the customer base. This will allow the company to always be the customer preferred company due to listening to their customers and having the best website for what the customers are currently wanting. A positive of using the waterfall framework would be having a concreate plan from start to finish to include a project completion date. A con to using the waterfall framework is one stage has to be completed before moving to the next stage which allows little to no flexibility. This would have proved a challenge when switching focus to detox/wellness vacations for SNHU Travel. A positive for using the agile framework is the flexibility and the ability to share the progress with the company. A con is there can be an overlap on work and it can be difficult to determine an exact completion date.