**Sprint Review and Retrospective**

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A Scrum-agile team is a great example of how seemingly impossible tasks can be accomplished in a short period of time. As scrum master, let us first review the roles of our scrum team, Product Owner, Scrum Master, Developer, Tester. All of these different roles mesh together to form one cohesive team. Let us now look at how each of the scrum team roles contributed to the success of our SNHU Travel project.

**Product Owner**

The product owner is responsible for creating the direction of a project. Without a product owner, the product would simply not exist. The product owner is often seen as the middleman between the business side and the user side of a project. They understand the requirements of shareholders as well as users who will be using the product. This puts them in a unique position of understanding what both parties desire from a certain product. Specifically in this project, the product owner was responsible for collecting user stories and presenting them to the rest of the team, gathering requirements from shareholders as to a timeline or cost of product. They helped us to understand the desires of the users and helped us to adjust an action list of items accordingly.

**Scrum Master**

Not to toot my own horn, but the scrum master also played a vital role in the success of this project. The most important one being the managing of the agile team members. Staying on top of productivity and holding weekly scrum meetings, I made sure my whole team was on the same page moving forward and what we needed to do by what date. This helped the team stay on task and focus their energy on areas that I saw as the most problematic or needed more work. Although I may not be as technical as the developers, I understand the process and requirements from both developers/testers and the product owner. I am also responsible for identifying problems and addressing these problems with the rest of the team as we try to identify ways to resolve these issues.

**Developer/Tester**

Arguably the most important role on the team, the developer/tester (sometimes separate roles, sometimes the developer is the tester) is responsible for the creation of a project and the testing to make sure everything works as intended. The developers take the information relayed from the product owner and scrum master to create a product. In this project, our developers really did a great job in creating this product. They listened to the user stories and understood exactly what they were looking for. Without our developers, we would not have a product.

**Scrum-Agile Approach**

Using a scrum-agile approach has many benefits compared to the waterfall method, although the waterfall method still has its use in creating a project timeline of everything. Being more agile though, helped us to accommodate the user stories and helped us to pinpoint what areas needed the most attention. Utilizing these user stories, we would have weekly scrum meetings in which we made a list of desires from these user stories and would assign them point values. The areas with the highest point values would be our mission for the week as we saw that as taking the most time or would require the most development. For example, one user wanted a totally customized experience based on past purchases, settings stored in the user account settings, organizing list based on top destinations, organizing based on previous destinations, and organizing list based on pricing. Obviously, this user story we saw as requiring the most work. The good news, however, is that these desires also included all the rest of the desires of the user stories. So, if we developed this story first, the other two stories would be developed at the same time. We used this to our advantage as we set our sprint goals, usually about 2 weeks in length.

This scrum-agile principle in collecting user stories, I believe, was the most important aspect as we approached this project. It helped us to get an overview of requirements, break these stories into actionable tasks, create time limits, assign story point values, and prioritize and plan accordingly. I see user stories as one of the best ways to understand exactly what the user wants. The user, after all, would know exactly how to fix something they use every day right?

**Effectiveness Of The Scrum-Agile Approach**

This approach is considered the standard practice in most businesses today. It is regarded as the most effective method for completing projects in a timely manner.

Some advantages of a scrum-agile approach:

* Helps team’s complete projects more quickly and efficiently
* Big projects are split into smaller “sprints”
* Effective use of time and money
* Designed for a fast-paced development cycle
* Scrum meetings help team stay on track through sprints
* Being agile, we engage in feedback from users and shareholders
* Visibility of other team members

Some disadvantages of a scrum-agile approach:

* No definitive end dates of projects
* Relies on cooperation and cohesiveness of team members
* Daily/weekly scrum meetings my frustrate team members
* Adopting a new method into a large company can be challenging