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CS-250

Final Project – Scrum Master, Chada Tech Deliverable (Sprint Review and Retrospective)

Review and Retrospective: Applying Roles

Each of the roles of our Scrum-Agile team played an important role in the successful completion of the SNHU Travel project:

Product Owner-identification of product backlog items was by the Product Owner; he proposed Sprint goals and prioritized backlog items. I worked with him to facilitate Sprint Planning, ensuring that appropriate items were added to the Sprint backlog, while the team agreed on the goals.

Scrum Master: Guided the Development Team through daily standups in order to work out problems and track progress of burndown charts. For example, we had to make quite a few UI overhauls midway, and I worked with the team to make sure everyone was on the same page as to what functionality would and wouldn't remain behind so we could meet the Sprint deadlines.

Development Team: Best practices in coding were followed, test cases to be developed for early identification of bugs. Backlog Refinement meetings: the Product Owner will provide items to review, while I will provide facilitation to ensure good feedback that will help improve collaboration and team alignment.

Each role added value in building a transparent and open environment that would enable the team to deliver a product aligned with the business objectives of SNHU Travel.

Review and Retrospective: Completing User Stories

Scrum-Agile enabled us to complete each User Story effectively-our approach fostered communication and iteration:

Creation of User Stories: Open communication with SNHU Travel and interviews with the end users helped to shape the user stories, which the Product Owner organized into the product backlog. These stories outlined functionality like, "As a traveler, I want to search destinations based on interests, " in which the need was made clear for the developers.

Execution and Refinement: These stories were refined in each sprint for adaptation as necessary and tracked using Gantt and burndown charts. Major stories like "Customized Destination Recommendations" morphed and changed as new feedback was internalized.

This provided pretty clear development direction that prioritizes user value, while also making sure the stories were achievable and relevant to client needs.

Review and Retrospective: Handling Interruptions

This nature of Scrum-Agile iteration allowed the adjustments to be made without losing momentum when the focus of this project shifted to be more towards wellness travel experiences:

- Adjusting Backlog and Velocity: Revised backlog for new requirements of the wellness features. Since the core functionality remained largely intact, only UI elements needed an update. Adjusted the Gantt and Velocity charts to confirm that changes would fit within our Sprint goals.

Testing and Quality Assurance: The testing team wrote JUnit tests to support the UI changes; we paired developers with testers to make sure functionality was preserved while adapting the interface.

Because we are agile, we can change direction at any moment without affecting timelines and maintain momentum and quality.

Review and Retrospective: Communication

Good communication helped and often saved our team's advances and successes:

- Example: The UI overhaul was well-communicated by the lead developer to the Product Owner in order to avoid unnecessary changes. In an e-mail, for example, clarification was sought on whether the default should be used or the one chosen by the user.

- Scrum Events: We worked out roadblocks at the daily standups and showed incremental progress during Sprint Demos. By communicating business value, the Product Owner put the team on track with high-priority tasks.

We brought transparency and alignment to the goals and progress of the project by using daily standups in combination with Sprint reviews.

Review and Retrospective: Organizational Tools

Key tools and Scrum-agile principles that help make our team effective:

- JIRA: Used for tracking User Stories, backlog management, and monitoring sprint progress; ensures visibility across the distributed team.

- Azure DevOps: Supported continuous integration, code review, and deployment.

Information Radiators: Gantt and Burndown charts helped visualize our progress, keeping us in tune and able to make any adjustments if needed.

These tools supported the Scrum events and made it easier for the team to adopt changes in requirements; thus, the project was successfully accomplished.

Review and Retrospective: Evaluating Agile Process

The Scrum-Agile approach worked well for the SNHU Travel project, offering advantages but also some challenges:

Pros: Agile allowed quick changes in tune with the requirement changes and embeddings of customer feedback, fulfilling the users' needs better.

Cons: Sometimes, the need to make scope adjustments affected predictability adversely; hence, we were usually not able to stay on top of budgets and schedules.

In general, Agile proved ideal for the SNHU Travel project due to its ever-evolving requirements. Its flexibility, embedding fast feedback, especially engagement of stakeholders made Agile valuable methodology that contributed a lot to creating a product oriented for the customer to meet the expectations of the client.