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CS-250-R1826

10-19-2023

Sprint Review and Retrospective

When it comes to the Scrum-agile team each member plays a significant role. These roles allowed the success of the SNHU Travel Project to be excellent in functional quality, structural quality and process quality when finishing the project/product. There are different roles including the Product Owner, Scrum Master, Development Team, and any stakeholders that were impacted by the project. The Product Owner, in correlation to the SNHU Travel Project worked with end users and stake holders to prioritize the user stories based on what requirements are needed. While aligning with any business goals that go hand in hand with the project. Next is the Scrum Master, which I assisted with facilitating collaboration amongst the development team. Removing any obstacles that could obstruct workflow or challenges that cause the development team to struggle. While also adhering to Scrum principles when holding a Scrum Meeting. Third, is the development team, which are team members that develop the product. They applied their coding skills and worked as a team to create high-quality code and functionality. Which falls in line with the user stories or tasks per sprint. Also including a testing team that can test the product to ensure there are no “bugs” or errors in the code which could have caused the product or project to fail. Notifying the development team if there are any questions or concerns which can be addressed immediately.

A Scrum-agile approach to the SDLC helped each user story come to completion. Due to the amount of planning and time spent working on each task per Sprint. When it came to the sprint planning, user stories were planned out. The development team worked with the Product Owner to determine the priorities of each user story. With that determination they would estimate and select each user story by priority within the product backlog. And determine how much effort it would take for each task. Next with the daily Scrum meetings, each member would communicate “what I have done, what I will do, and what impediments I encountered”. Which allowed each member to address what they accomplished, while also allowing the other team members to know what challenges they faced to get further assistance or know if a task may need to take longer to complete. Enabling resolutions on challenges more efficiently and effectively. And during the Sprint Review, we had stakeholders provide feedback and insights during project development. To allow any necessary changes to occur to the user stories. Which include, change in priorities or changes to what the project should focus on. For example, the development team was tasked to change the locations on the SNHU Travel Program to have vacation spots where there were rehabilitation sites for the users to visit and travel too. While providing a brief description of what the vacation spots offered. With this information that we received we were able to further enhance the program and allow it to succeed even more.

When describing how the Scrum-agile approach supported project completion when the project was interrupted and changed direction. We want to look at the previous example, where we had to change vacation spots as a team. There were many questions and concerns addressed at the moment, but when given a clear and concise picture of what the goal was each member of the team was able to act on that goal and achieve it. Allowing the team to adapt to the changes and ensure that any accommodation(s) were accomplished during each sprint. And when the changes were addressed, the Product Owner along with me as the Scrum Master we made sure that each question was addressed and answered properly. To ensure that the development team and stakeholders were aware of what changes we were going to focus on.

Fourth, my ability for effective communication assisted in the success of the SNHU Travel Project through the: daily standup meetings, sprint reviews and retrospective sessions that were executed. Ensuring that the team did not go off track during the meetings. While the Scrum meetings were held, I made sure to allow the development team to take charge and share their experiences with each task with each other. And if there was anything that needed to be addressed that did not pertain to what needed to be discussed to be “offline”. To provide each team member with time to discuss and remember its importance during the meeting. Ensuring that the team is able to express their own opinions and ideas. While maintaining a positive environment for the team. I also, encourage collaboration, where if a team member is struggling with a task on the product back log that another team member(s) would be able to assist. To allow knowledge sharing and different approaches to resolving a specified problem. Creating more creative problem solving within the team.

Fifth, I will go over organization tools and Scrum-agile principles that helped my team be successful. The tool that was used was the use of the Kan Ban practice. Where it allowed efficient workflow visualization, where the team can maintain consistent feedback from each member of the group. While also being able to understand how much “work” is needed to complete each task. Included are adaptability which allowed the team to be able to change focus depending on feedback from stakeholders and end users. And consistent communication through the Scrum daily meetings.

Finally, the assessment of the effectiveness of the Scrum-agile approach for the SNHU Travel project. The pros would include the adaptability that the team and I had when changes or challenges would occur. With the involvement of our stakeholders and end users we were able to receive constructive feedback that allowed the team to create a high-quality product. Where the cons would be the challenges or obstructions that occurred during the sprints. Where I as a Scrum Master would have to find ways to ensure that the team was getting what they needed and making sure that they were able to succeed. And depending on stakeholder and Product Owner availability, it can be hard to address any issues or concerns that come across any changes to the user stories. Which in the end could impact a sprint’s progress. I would say that the Scrum-agile approach was necessary and very beneficial to the company. As it provided an iterative and adaptive approach to this project. Allowing the team to grow, experiencing the Scrum principles firsthand. Causing the team to further evolve and grow to a higher level. Creating stronger collaboration and cohesion amongst them. Where we got clear and specific requirements for each user story and very insightful feedback from our stakeholders and end users.