

CS 250 Final Project - Sprint Review and Retrospective

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Project: SNHU Travel



Every member of our Scrum Team was critical to the success of the SNHU Travel Project.

In this Sprint Review and Retrospective, I will review our team's applications of their roles,
completion of user stories, handling of interruptions, cooperation/communication, organization,
and alignment with a Scrum-Agile approach.

Starting off, we will summarize how the team applied their roles to this project. The Product Owner refined the Product Backlog, which ensured user stories aligned with the client's needs. When the client wanted to shift the focus of the project from general travel packages to detox/wellness destinations, the Product Owner updated the product backlog to reflect the client's new priorities. The Scrum Master addressed impediments and coordinated all Scrum events including Scrum Planning, Daily Scrums, Backlog Refinement, Sprint Review, and Sprint Retrospective. As the Scrum Master, I have expanded my understanding of how a Scrum-Agile approach can be integrated into the software development life cycle (SDLC) throughout the project so that I can ensure progress aligns with Scrum/Agile principles. The developers and testers turned backlog items into deliverable increments, constantly collaborating and streamlining their processes. The Development Team advised the Product Owner when the client's priorities for the project shifted and quickly adapted their work to reflect the change.

A Scrum-Agile approach to the SDLC revolves around user stories, which gave the entire Scrum Team a shared understanding of the project and its goals. User stories were refined by the Product Owner and were broken down into acceptance criteria and test cases by the testers. User stories were also prioritized, which gave the development team a clear understanding of their expectations. User stories break up large projects into small increments, allowing the Development Team to effectively plan out sprints and pivot if priorities change.



The Scrum-Agile approach towards this project helped the team manage the change in direction. The Product Owner quickly got ahead of the interruption by calling a meeting with the Development Team. This enabled a re-prioritization of the Product Backlog and a rapid reorganization of the tasks and test cases for the upcoming sprint. The iterative nature of Agile enables Scrum Teams to make these changes without negatively impacting the project's timeline.

An example of effective communication during the SNHU Travel Project is a developer's email to Christy (the Product Owner) and Brain (a tester) following their meeting about the shift towards detox/wellness destinations. The meeting was a prompt response to the change and the developer immediately followed up with actionable requests to ensure the development team's response was also rapid.

Communication Sample:

Hello Christy and Brian,

I'm reaching out regarding the recent updates to the SNHU Travel Project. I have completed the initial development changes based on the recent shift to focus on Detox/Wellness destinations.

To ensure alignment with the stakeholders' vision and to proceed with testing, I am requesting the following from you:

Christy: Please provide feedback on the initial changes' alignment with the revised product vision.



Brian: Please provide updated test scenarios and acceptance criteria that reflect the change in direction and alterations to the existing program. Additionally, please provide feedback on the structure and/or design approach of the new code.

Your prompt response will help us stay on track for our upcoming sprint review. If you have questions, please let me know. Thank you both in advance for your help!

Best regards,

The Developer

The email directly and clearly conveys the developer's requests. The concise formatting of the email encouraged a quick response and continued collaboration. Effective communication is fundamental to a Scrum-Agile approach to the SDLC (Cobb, 2015).

Jira is an organizational tool that we investigated during this project. It enables Scrum

Teams to track user stories, tasks, and impediments in a central and accessible location,
ensuring real-time updates and fostering collaboration between team members. Jira also offers
advanced capabilities such as task automation that improve efficiency by eliminating the
potential for human error or delay getting in the way of Agile development. Such tools make it
easy for teams to track user stories, tasks, test cases, issues/bugs, and more. Real-time progress
can be displayed to the entire Scrum Team, which may increase transparency and accountability
(Cobb, 2015).

This retrospective has primarily been focused on the ways the Scrum-Agile approach was beneficial for the SNHU Travel Project. However, there are some cons to consider before



implementing Agile with the rest of ChadaTech. Agile requires an open mind and willingness to learn about its values and principles, which might be a difficult learning curve for a team that is accustomed to the traditional Waterfall approach. If the Product Owner and Scrum Master do not effectively manage multiple changes to a project's priorities, the team's focus and productivity could be disrupted (Cobb, 2015). The success of an Agile environment is also dependent on collaboration. It's up to the Scrum Master and individual team members to create an environment that fosters collaboration.

Scrum-Agile was an effective choice given the evolving requirements of the SNHU Travel Project. The approach enabled the team to quickly adjust mid-sprint when the development focus shifted. Continuous stakeholder involvement ensured alignment with the client's goals/needs and incremental deliverables delivered functioning results of the team's progress to stakeholders. While adjustment time will be necessary for ChadaTech's shift to a Scrum-Agile approach company-wide, the benefits far outweigh the drawbacks.

References

Charles G. Cobb. (2015). The Project Manager's Guide to Mastering Agile: Principles and Practices for an Adaptive Approach. Wiley.