Sprint Review and Retrospective

Each role on the Scrum-agile Team played a huge part in the completion and successfulness of this project. We would have not been able to get the new team together without the product owner creating an image for others to see. The development team worked nonstop on the application to be exactly what was asked of them. They had the ability to work efficiently while communicating affectively until the end of the project.

Being able to use the Scrum-agile approach to the SDLC helped each of the user stories come to completion by allowing the development team to do exactly what was asked of them. They were able to follow up to ensure everything was still to plan or if something needed to be changed. Having the ability to go back and make those changes as they came up made the application that much better. If it wasn’t up to the users stories or if something wasn’t giving them the light they needed, it didn’t affect the team to make these changes. For an example, upon the first presentation the home page was enticing enough for them to want to continue. This allowed us to ask exactly what they were hoping for and get it completed for them. Another factor was instead of the vacations being sorted from most favorited to least, they wanted the opposite way. Again, no issue as we made a few adjustments and set it up how they wanted.

The Scrum-agile approach supported this projects completion even when the project was interrupted and changed directions. The user stories changed from wanting the most exciting vacations to a more relaxing/ spa treatment vacation. We had the ability to go back to the very beginning and start all over again to still get them exactly what they were asking. It set us back but this allowed the timeline to fluctuate in our favor due to the major change in application. This is what makes the agile approach much more effective realistic than others. Things change day in and day out and we need to have the ability to make those changes as they arise.

Having the ability to communicate effectively with the team is what really drove this project to completion. When you can have the whole team in a room once a day or once a week to go over the entire project allows everyone to stay in the loop. This as well helps bring the team together by bringing out the strong suits and knowing who can do what. Being able to communicate to your team is very essential for them to understand the importance of everything going into the project. Daily meetings help you get to know your team and what works best for them. This allowed us to come together and learn from one another instead of separating out on job specific task. Once the team starts to see that, everything else falls in place. Communication is key on every project and knowing how to communicate properly to your team for them to understand what is being put out in a very important factor in projects like this.

We used different organizational tools throughout the project until we figured out which work best for the team. The main one we used throughout the entire project was the burn down chart. This allowed us to easily track the progress of the project and made planning easier seeing what all needed to be completed. Another one we used throughout the project was the Scrum Boards. This allowed the managers to track the time spent on each project and gave them a good idea on how long a similar project would take. This was also easily tracked by each member of the team and allowed them to look up when needed. Another one we tried was the sprint backlogs. I don’t believe it was a very useful tool as the burn down chart and the scrum boards, but this allowed the team to be updated about all actions. It allowed the team to collaborate to put together any updates needed. Having this ensured no replications of applications could be done and waste time on something that may have already been completed.

For my team, I think the scrum approach was the most effective for this project as it allowed us to go back and completely change the application after they wanted something a little different. It allowed us to complete this as a team by working together and knowing exactly what needed to be done. Daily meetings were a huge factor as we could communicate throughout the entire project and not having to wait weeks to find out where everyone is sitting. If we were to have used the water fall approach, I don’t believe the project would have had the same outcome with the amount of changed thrown our way. However, if we didn’t have the ability to start over again when a big change came our way, we might not have needed to do it. I think it all depends on how the user stories add up as well. If you know they are set in stone and persistent on not changing, the waterfall approach would be a better timely approach, but if the time is given I would chose the agile approach for every project.