CS250 Final Project – Phillip Kang

## Sprint Review and Retrospective

The effectiveness of the Scrum-agile Team comes from everyone’s willingness to work within the process iteratively and effectively to one’s role. My job as Scrum Master is to facilitate this and make sure that all members knew how to use the Scrum process to interact as a team. Specifically, I worked with the Product Owner to make sure that all requirements were being communicated to the team, and that the team’s concerns and comments were being relayed back. With Developers, I’ve helped to make sure information silos dispersed their knowledge throughout the team, and that developers can work within effective scopes instead of being pushed further out of scope. With Testers, I’ve also maintained scope and made sure that development cycles are short enough that tests can be well written and easily maintained.

The Scrum-agile approach has allowed SDLC to take on a more end-user focused approach to software development through the use of user stories. In the initial collection of user stories, the feedback from customers with the Product Owner helped Developers and Testers understand exactly what the concerns of the users were. Through sprint planning, we were then able to scope these concerns into development cycles so that we had clear direction and attainable goals to make progress towards these user stories. When our team was interrupted by having to prioritize detox/wellness travel packages, we were able to quickly re-scope and deprioritize some user stories to be able to handle the change. By being flexible and reasonable with scope and expectations, we were able to adapt with the market, and ultimately be more effective as a team.

Within our group Scrum discussions, we were deciding on a path to help Vision Quest change their workflow to a more Scrum-agile approach. Our communication was effective because we kept our focus within the Scrum framework and were direct in our support and critique of tools and processes to implement. By keeping clear goals and realistic expectations, the Product Owner was able to focus on changing the relationship between the team and the end-users, the Developers were able to share knowledge and iterate faster, and the Testers were able to have higher confidence in writing and maintaining tests. Having the retrospective further cemented team faith in communicating realistically with each other, since the focus was not on individual achievement or blame, but on improving team dynamics and processes. For example, my colleague Craig suggested using JIRA to organize our Agile process, and I supported his suggestion by saying, “JIRA is a great choice especially for a distributed team like ours… I think using Kanban within JIRA would be the best choice so that we can get a good feel of what our velocity is, before crystallizing to more well-defined Sprints.”

Some tools we’ve used to supplement our Scrum processes were estimation practices, standups, information radiators, and project management tools such as JIRA. Information radiators and project management tools such as JIRA have helped to keep track of the product and sprint backlogs, while also facilitating sprint reviews and retrospectives. By having all of the work items and progress in one place, it helps to understand the Scrum process at a glance. Estimation practices allowed us to keep good expectations during sprint planning meetings, and standups helped to keep a pulse on how sprints were progressing. All of these tools in tandem kept good checks on the Scrum process.

The Scrum-agile process for the SNHU Travel project was beneficial in keeping close contact with the end-user and setting quick development cycles so that any interruptions and changes can be quickly addressed. Being able to build upon sprints and team processes helped to build camaraderie and give more insight into what helps a team gel together. However, it may have not been the best to use Scrum to start off without a minimum viable product. Scrum shines in it’s ability to leverage iterative processes, but having to iterate starting from nothing can be challenging. I believe that if we started with a functional website, we could’ve made better progress using Scrum for the SNHU Travel project, since we would have a corpus of work to deal with.