**Sprint Review and Retrospective**

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**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**.

Each member of my Scrum-agile team contributed in beneficial ways towards the success of SNHU's Travel project. During each week of this course, we focused on each role necessary to help improve the travel project's mission. Starting with the Scrum Master, their role is to ensure that the scrum team follows scrum theories and rules (Overeem, p. 5). On my team, the Scrum Master oversaw various Scrum events had to enact each event to ensure success for the travel project. This consisted of sprint planning, daily scrums, backlog refinement, sprint review, and sprint retrospectives. The Scrum Master's role was vital to ensuring that the Scrum-agile team stayed on track and efficiently completed the necessary goals and changes for SNHU Travel.

Next, the Product Owner also played a vital role on the team. They focused not only on assisting the development team but helped to bring the customer's vision to the scrum team (Overeem, p. 2). The Product Owner on my team continuously was the bridge between the client and the scrum team, ensuring that the team was kept in the loop on any additional changes that the client wanted in the process. Their main contribution to the success of the SNHU Travel project was creating constant communication amongst the client and scrum team and making sure that the outcome during each sprint is met and even exceeds the client's needs.

The next important role on the Scrum-agile team is the tester. Essentially the tester’s role on the agile team was to test the product's performance and capabilities, while also communicating any errors or issues that may occur. The tester was essentially the middleman for communications amongst the team while discussing issues that arose to the development team so they could make changes or improvements. They also talked to the Product Owner on revising test cases to ensure that the user stories and test steps aligned with what the client wanted in their product.

Lastly, we have the development team, which can be a group of individuals working within the Scrum-agile team. Their role focused on the programming side and delivered increments of the product during the end of each sprint (Overeem, p. 9). The developers brought success to the SNHU Travel project by tackling changes that occurred when the product owner conveyed specific changes that the client wanted implemented to be more competitive in their industry. Having constant communication with the Product Owners helped the developers understand and clarify any changes that they must work through. Developers provide one of the most essential parts of the scrum team and provided code that satisfied what was needed for SNHU Travel.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.**

The Scrum-agile approach in the Software Development Lifecycle helped the user stories come to completion and helped the scrum team's successful product outcome. The Scrum-agile approach consists of constant iterations and incremental processes that essentially divide tasks into time frames that allow the team to deliver specific features for release (tutorialspoint). This specific approach was highly beneficial to my team's progress during each sprint. It allowed us to visibly see the requirements needed during each sprint to ensure the product's outcome and success.

To create the user stories, information is taken from the product backlog and interpreted for acceptance criteria. User stories essentially simplify these requirements into a language that both developers and users would be able to understand (Cobb, 2015, p. 65). Since the user stories are taken from the Scrum-agile approach, it utilizes iterations and defines agile requirements. Essentially, having these requirements broken down into each user story detail allowed for multiple iterations to be completed over time within the scrum team. This provided the developers on my team to work on requirements and complete them in the duration of the current sprint.

Overall, in my experience in working with user stories, it allowed for my team to understand how the product backlog would be interpreted and what exactly the client wants in the end goal. Each user story detail allowed me to elaborate on the product backlog that was provided via the product owner and provided information and requirements needed, especially in the acceptance criteria section. Knowing the result of what the developers on my team should be looking for allows for not only room to change requirements, if necessary, but continue constant communication amongst members of the team and with the client to ensure the best possible product outcome.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.

The Scrum-agile approach was essentially created to adjust to sudden changes that occur in the process. According to *The Project Manager's Guide to Mastering Agile: Principles and Practices for an Adaptive Approach (Cobb, 2015)*, changes that happen during the process are encouraged and are the norm in the Scrum-agile environment. When the Product Owner, Christy, brought sudden changes that had to be made in what exactly the client wanted, my team, although surprised, had to immediately adjust to the change and discuss how this would impact each role on the scrum team. In response to this, I had to send a follow-up email to Christy and Brian, the Product Owner and tester on the team, to ask for clarifications on these changes to ensure the developers know where to move forward and successfully complete the sprint. Utilizing the Scrum-agile approach was beneficial in this situation because it allowed for myself and my scrum team to adjust immediately to the changes on the team and stay flexible in the process.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.

My ability to communicate effectively with my team was displayed in many ways. One specific instance is through sending clarification emails to different members of the scrum team. Take for example when the Product Owner, Christy, brought sudden changes that the client wanted to implement in their travel site. I sent an email to both Christy and Brian, the tester, to understand what clarifications were needed to ensure the scrum team, particularly the developers, understood what was required of them. One question I asked was, "Does SNHU Travel want to have a separate tab for specifically detox/wellness vacation spots that are located on the main page and for the search engine?" By asking these questions and utilizing the Scrum-agile process, they would be able to provide me with the feedback that the developers and I would need to move forward in the sprint.

One other instance was during the process of creating test cases. I sent an email to Christy, the Product Owner, asking for clarifications regarding the user stories to ensure the product's pass/fail rate. This communication was on behalf of the tester and required additional communication to ensure their understanding of what exactly they needed to focus on in their test cases. For one of the user stories, I asked, "When editing the preferences based on vacation type, do you want to be able to navigate to the preferences in the profile settings or have a section for that within the search engine as well?" The reason for asking this question is to relay this information to other members of the team during daily scrums to ensure that all bases of where preferences would go on the website are clear to everyone. Communication is one of, if not the most important aspect of the Scrum-agile process to ensure that each member of the team understands their role and how to create the most successful sprint each time.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**.

Using organizational tools and Scrum-agile principles are a vital component to the success of the scrum team's success and goals during each sprint. For my team, we utilized various tools while working on SNHU Travel. One tool that we utilized was Jira, which is a software development tool created by Atlassian. Jira, like many other agile project management tools, has key values that they hold for scrum teams. For instance, the team was able to update progress in real-time and view statuses and issues that occurred during each sprint (Cobb, 2015, p. 144). This essentially allowed everyone on the team to view any updates, changes, and/or issues in real-time to ensure constant communication is available. This tool allows for my scrum team and others to utilize the Scrum-agile method as efficiently as possible.

Agile method principles were utilized in my scrum team alongside practices that helped to implement these principles. One instance of this is the principle based on individuals and interactions, which focuses on self-organizing and co-location (tutorialspoint). This principle was enforced through the practice of distributed teams, which allow teams to work remotely no matter someone’s geographical location. My team utilized this method to ensure that constant communication was still taking place, as well as using tools alongside Jira to make sure the team stayed informed of what everyone was doing on the team.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**.

There are various pros and cons to the Scrum-agile approach that occurred during the project with SNHU Travel. Some pros that occurred consisted of being in an environment that cultivated teamwork, sudden changes are welcome, and flexibility for developers (tutorialspoint). Teamwork is a highly important factor while working in my scrum team and having open and constant communication helped us to successfully get through various stages of the sprint, including user stories and test cases. Sudden changes did occur a few weeks into the project, where the Product Owner brought changes that SNHU Travel wanted to be implemented. Although this was frustrating for members of the team, especially the developers and tester, due to the agile method, they were prepared for this change to occur and to act accordingly. Tying into this, allowing the developers flexibility is not only good for each sprint but also creates a highly productive environment for them to finish the product.

The cons that were displayed during the project were minimal but were still issues that occurred. For instance, deadlines for the project could not be pushed back and was fixed to a specific timeline. This caused some frustrations on the team, particularly for the developer, but they were able to manage the situation at hand. If this was for a larger-scale project, this could cause some issues in the future on the timeline and how to handle sudden changes that may occur. Overall, there were a few cons that presented themselves during this project, especially since in comparison to the waterfall approach, the process was more flexible and manageable.

I believe that the Scrum-agile approach and methodology were highly effective for the SNHU Travel project. Having the flexibility and multiple sprints allowed for the team to communicate and work through issues in a timely but effective manner. Especially when the situation when the Product Owner, Christy, brought sudden changes to our attention. This would have been difficult to do if we were working with the waterfall method instead, as it does not take well to sudden changes in the middle of sprints or completing a project. Utilizing the agile methods in this project not only allowed my team to complete successful sprints but also to be flexible and adaptable towards change.

**References**

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