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CS250

Sprint Review and Retrospective

A Scrum team is made up of various roles that all contribute to the success of a project. These roles include a Product Owner, Developers, Testers, and a Scrum Master. The Product Owner helped with the success of the SNHU Travel Project by connecting the clients' ideas with the team. They are the ones who provide clarity to the team and the clients working as a liaison between them. When the team has questions or needs more clarity on the client's vision, the Product Owner reaches out to the client to discuss what needs to be done and relays it back to the team. In the SNHU Travel Project, the client shifted their travel focus to wellness and detox destinations. The Product Owner relayed this information to the team, took feedback from the team, and relayed it back to the client for clarification. This is also helpful because it sets realistic expectations for the team and client.

Product Owners also work on the product backlog, creating and updating user stories as the team progresses. When there is a change in direction, such as the one we had for the SNHU Travel Project, the Product Owner updated and adjusted the product backlog. The product backlog was updated to accommodate the changes so the team could stay on track to complete the project on time. They also removed user stories that were no longer relevant to the project and created new user stories for the requested changes.

User stories were very important to the success of the project because they created an outline for team to follow. The team gets an idea of how large the task is so they can assign the proper amount of people and make a better educated estimation of how long the process takes. It also guides the team on what needs to be done and defines what is considered as complete.

Although the Product Owner updates the product backlog and creates user stories, the estimation process for the completion of the project is done by the whole Scrum Team. Different methods are used to estimate the time needed to complete the project, but there is always a level of uncertainty. Story points are used to assign how much work a user story will take to complete. Story points take into consideration the level of risks, uncertainty, complexity of the project, and the amount of work needed to complete the tasks.

Developers, in close collaboration with testers, work on creating the code for the project. This partnership ensures that the code not only functions correctly, but also aligns with the client's needs. Testing is a continuous process, integrated throughout the development phase, rather than a one-time event at the project's end. This proactive approach enhances the efficiency of the process, minimizing the need to backtrack through extensive code for changes and fixes. This systematic testing instills confidence in the quality of the final product.

Scrum Masters play an essential role for the team as a whole because they lead and organize the daily scrum, among other essential tasks. This role is vital because it connects the whole team and addresses any issues that arise during the development process. They work on removing roadblocks to ensure the team's success while also working on resolving conflicts between team members, coaching the team, assisting the team to stay on track with their tasks, and making time for things that must be addressed outside of the daily scrum.

Communication between the different teams/roles is key to the project's success. With the agile approach, each team holds itself accountable, and communication between the teams ensures that if there are any setbacks, the teams can work to resolve them quickly so the whole project is not held up. The daily scrums and team meetings played an essential part because they created an opportunity for all the teams to update each other and bring up any issues. They can also bring up what is working well for the team so other teams can utilize the methods if it's relevant to their work. When our client decided to change directions, the topic was brought up in a team meeting where our tester pointed out that it would take additional work, and the scrum master brought up his concerns about the deadlines due to the change in direction. The Product Owner addressed this concern in the meeting by letting the team know that she would deprioritize some stories and checked with the team about what could be done before the deadline approached. The developer will have to look more closely at where the development currently is, and then they can schedule a follow-up meeting to discuss what can be done and set client expectations.

The Scrum-Agile approach was a very effective approach for this project because it was able to accommodate the changes requested by the client and involved the whole team to ensure that the best product was presented. If the waterfall method was used for this project, the client would not have been able to change directions until the project was complete. This would have caused a delay for the client because the team would have had to backtrack to make adjustments, and there would have been time spent on tasks that might have ended up being irrelevant. Keeping communication open between the clients and the scrum team assists in ensuring the clients are satisfied with the project without having to create a large delay if a change is requested. If this project had a set goal without any chance of changes throughout the process, and client feedback was not needed, then the waterfall method might have worked better. For this particular project, the agile method worked best.