CS250 Sprint Review and Retrospective

Scott Martel

Southern New Hampshire University

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CS250 Sprint Review and Retrospective

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

All roles in the scrum-agile team are important and necessary for an agile project to succeed. The Product Owner is the project's key stakeholder, and they are responsible for creating the user stories which are the foundation of the project. In our travel project, the Product Owner wrote the user stories as well as defined and prioritized the product backlog, ensuring that the team was working on the most valuable features. It all starts with the product owner as without them there would be no product.

The Scrum Master is responsible for promoting and supporting Scrum. It is their job to ensure that everyone understands Scrum theory, practices, rules, and values. For the SNHU Travel project, the Scrum Master organized all the scrum events including, the daily scrum, sprint planning, sprint review, sprint retrospective meetings. These meetings were key to the teams' success by giving them the time and space needed for collaboration.

The development team is the group doing the work to deliver the releasable increment of completed product at the end of each Sprint. The team includes software developers, testers, and UX/UI designers. They are the ones responsible for writing and testing the project code and when the product owner wanted to shift from niche vacation packages into rehabilitation and detox vacations, the development team were the ones to actual make that change to the product.

Overall, each role is crucial for the project's success. The Product Owner ensures the team is always working on the most valuable features, the Scrum Master ensures the team is working as effectively as possible, and the Development Team turns ideas into reality.

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

The Scrum-Agile approach leads to successful user stories because it encourages regular inspection, adaptation, and quick responses to changes in the product requirements. Regular feedback loops ensure that the product being developed aligns with the user’s and Product Owner’s needs and expectations and give the team a chance to reflect and make improvements.

The inception of a user story starts in the product back log where the Product Owner, who understands the needs and priorities of the end-users, creates the user story and adds it to the backlog. For the SNHU Travel project, the Product Owner met with some users to better understand their product expectations. The user meeting gave the Product Owner the information needed to give proper detail and purpose to the user stories and gave them the time to clarify any uncertainties they may have had. Well defined user stories are key to the success of a project.

Before each sprint, the team holds a sprint planning meeting where the team agrees on a set of user stories from the backlog to work on for the next sprint, based on their priorities and the team's capacity. The team can further define and prioritize each story during this time, ensuring the project is heading in the right direction.

During the sprint, the developers bring the chosen user stories to life by following the acceptance criteria for each story. The developers also meet daily throughout the sprint and discuss progress and impediments allowing the team to further organize and estimate the project. Along with development, testers are making sure that each user story properly satisfies all the acceptance criteria. During this time, they can communicate with the team and Product Owner to clarify any ambiguities in the user stories. While working on the tests for the SNHU Travel project, the testers needed to communicate with the Product Owner about how error handling should have been implemented as that was not well defined in the user stories.

At the end of the sprint, the team holds a Sprint Review where the team demonstrates the implemented user stories to the Product Owner and other stakeholders. They get feedback, which might lead to new user stories or changes in existing ones. The team will also hold a Sprint Retrospective where they reflect on their process and identify improvements for the next sprint.

Once the user story meets the definition of done, is properly tested, and is approved by the Product Owner the story becomes ready for deployment. The agile iterative, incremental approach leads to higher quality products and better user satisfaction as the team is constantly integrating feedback, adapting to changes, and continuously improving the product.

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

Making changes to a project becomes much less of a problem when using an Agile approach instead of a waterfall approach. A waterfall approach lays out a project sequentially before even starting the project. This approach makes it challenging to implement change mid-development as each phase of development is laid out and is dependent on the previous phase to move forward. Agile, however, embraces change with its iterative development approach.

Agile promotes transparency and communication between the stakeholders and the scrum team. With this transparency and communication, the SNHU Travel product owner was able to clearly explain the new direction and reasons behind the shift, facilitating understanding and alignment throughout the team. Agile is adaptive as it follows an iterative approach to development which allows for flexibility and can swiftly accommodate changes. With an Agile product backlog the SNHU Travel product owner was able to easily refine the user stories to align with a new goal. These changes were then able to be discussed with the entire team during sprint planning where we were able to estimate and commit to a new set of tasks that align with the new direction.

Agile practices emphasize feedback and collaboration and give the team the ability to adjust their plans and products accordingly. Agile was designed to be an adaptive approach to development and all the various aspects of Agile combine to help a team handle change effectively and with minimum disruption.

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

Here is an example communication of an email I sent from the perspective of a developer to a tester:

Dear Tester,

I would appreciate it if you could provide regular updates on the status of testing, including any bugs or issues encountered. Your detailed feedback on the new functionalities developed is critical in refining our product. Please feel free to share any questions or clarifications you might have as we are making some substantial changes.

Best,

Scott

This email promotes collaboration and communication between testers and developers. The project direction had recently shifted, and as a developer, I wanted to ensure the testing and development teams were aligned. I informed testers of an open line of communication and encouraged honest feedback and questions. To execute changes without interruption, the team must have a mutual understanding of new goals and expectations. Communication and collaboration are crucial for the team to reach its full potential.

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

Each principle and tool used in the Agile framework played a part in the success of the SNHU Travel project. The product backlog ensured that all information about the product and the process was visible to the entire team. Having a shared understanding of the project enabled the team to collaborate more effectively and make better decisions, especially when the project veered in a different direction. Once the reasons for the shift were comprehended, it became simpler to align and shift focus. Updating the user stories in real-time helped us stay on course and be more adaptable to project changes. This prioritized approach kept the team focused while making the necessary adjustments. The test cases also helped us ensure that we were fully satisfying the acceptance criteria of user stories and were not releasing bugs into the product. Lastly, the daily scrum gave the team the opportunity to communicate and collaborate with each other on a regular basis, which helped us overcome obstacles quicker and make sure that the entire team was always on the same page. The Agile principles, along with the tools we used, created a flexible, responsive, and effective working environment.

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

## Describe the pros and cons that the Scrum-agile approach presented during the project.

The effectiveness of the Agile approach is dependent on the circumstances surrounding a project. The Agile approach offers flexibility and with that we were able to seamlessly adapt to the changes in the direction of the project simply by modifying the product backlog and the following sprint plans. Agile also promotes teamwork with daily scrum meetings and the various other scrum meetings, which helped us ensure that we were fully utilizing the team's potential. The regular delivery of partial working solutions that comes with an Agile approach created a regular feedback loop to make sure that we were aligned with the customer needs and expectations, which ultimately led to greater customer satisfaction.

Agile, as with any approach, has some disadvantages. It is very dependent on interaction with the client as they are needed to maintain and prioritize the product backlog and to give regular feedback. Agile, with its design as you go iterative process, is not suitable for handling complex dependencies. Complex dependencies require a lot of pre-planning to ensure that all parts of the project interact properly. Agile values working software over comprehensive documentation which makes transferring technology to new team members challenging. Agile works best with smaller teams that are comfortable working together and have a significant amount of experience working together. There are many advantages and disadvantages that come with Agile, so it is always best to thoroughly assess the situation before choosing a development approach.

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## Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

I believe that Agile was the best approach for the SNHU Travel development project. Agile creates constant engagement and feedback from the customer which made it significantly easier for the team to ensure that our customer was satisfied with the product. The flexibility allowed the project to evolve during development and stay in line with the customers' shifting desires for the product. If we had used the Waterfall approach making changes would have been disruptive and time-consuming. The transparency created by the Agile product backlog and daily scrum meetings improved planning and decision making as well as helped us give accurate estimation on development time. Agile was key to the SNHU Travel project’s success and I do not think it would have gone as smoothly had we used another approach.

References

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