Final Project: Sprint Review and Retrospective

John Schatzl

CS-250-H2965

12/10/2023

The many roles of the agile team each contribute greatly to the overall success of the project. The Product Owner, developing customer stories to outline plans for work and prioritizing tasks ensures everyone on the team knows what to do, how to do it and when to do it. They are paramount as a bridge between the team and the client. For instance, they helped develop the customer stories that led to important feature changes in the SNHU travel application that led to more productive and focused work. The Scrum Master, who bolsters the team morale and productivity by conducting important scrum events like meetings, daily standups, facilitating the removal and cooperation towards to solving of impediments faced by members of the team and overall helping team members overcome obstacles. For instance, the scrum master helped to facilitate many meetings and helped to foster cooperation and community in the team throughout the development process of the SNHU Travel application. The Development Team are the infantry of the scrum team. They are the ones that take in as much information as possible from other team members and use this to develop solid, robust applications that are then delivered to the client. Specifically, the development team were the ones that took the input received from the product owner and implemented into the SNHU Travel application. The Tester, acts as the checks and balances for the development team. Their attention to detail is paramount to the success of the project and the team as a whole. They write comprehensive tests to ensure that the development team creates efficient and working code that adheres to the client’s requirements as well as covers all the bases and works flawlessly.

The Scrum-Agile approach to the software development life-cycle is one of, if not the most efficient methodologies when it comes to the software development life cycle. Specifically, the team used an iterative approach to development by implementing sprints that focused work on specific functionalities and disciplines, which allowed them to be more detailed in their approach and focused on their work. The frequency of stand-up meetings advocated by the Agile-Scrum approach allows the team to stay on task and ensure that everyone has a place and knows what they are doing. During the project, there was a moment where the product owner spoke with a client about how the application should function, and this led to the development team having to backtrack on some work and fix the layout to accommodate this change. While this impeded on the workflow of the project, at the same time it allowed the project to function and look exactly as the client wanted, which leads to more client satisfaction and quality of the product. This iterative approach leads to more substantial quality of the work being done and without this, the client would have brought up this qualm once the product was finished, which would have amounted to much more work having to be done to rectify this. This refinement of user stories and constant feedback loop allows the team and client to remain on the same page and is paramount to quality work.

The Agile-Scrum approach, while having extreme efficiency and feedback loops, also leads to some impediments. This approach presents more frequent impediments through its constant feedback loop, but at the same time the impact of these impediments and lessened by the frequency. For instance, as mentioned above, the revision of the application through the development of user stories helped to ease these problems through the development process by introducing them at points where the step of that development is still fresh in the minds of the team. Specifically, when the client pointed out that the current layout does not meet the client’s standards, this impeded upon the workflow, but it was still an aspect of the project that was fresh in the minds of the team. Since this topic was brought up earlier rather than later, it was quickly resolved as opposed to having to work around other aspects to accommodate this change later on.

With the Scrum-Agile approach, communication is key. One example of this communication comes with the discussion of transitioning between waterfall and agile. We as a team discussed how this would affect our work, what aspects of this transition we were most looking forward to, and what we could do to help each other. This was a great introduction to the Agile approach as we were already in deep communication about what we were excited about, and what we had concerns about. We each responded to each other’s concerns, addressing them and stating how we could work around these concerns, solve them and whatnot. This open forum is the most important part of the Scrum-Agile framework and allows for deeper teamwork and communication. This was effective because it allowed the team to feel heard and their concerns addressed, while also combining our thoughts and having everything out in the open.

The Scrum-Agile framework advocates for the usage of many different tools to promote communication and collaboration. It leverages external tools such as Zoom, Microsoft Teams, and Git. These external tools promote a better understanding of each other’s work and facilitate open communication. Outside of this, scrum events are paramount and exemplify Scrum-Agile principles by facilitating teamwork inside of the team itself. These external tools allow these team meetings and scrum events to be remote, easily accessible, and frequent. While in-person meetings face-to-face are important, they are much harder to organize and execute as time in person is limited.

The effectiveness of the Scrum-Agile approach in the SNHU Travel project cannot be understated. Compared to the waterfall model, the agile model was much more effective in creating meaningful experiences for clients and users. The pros of the agile model are that it facilitates teamwork better than any other model, through scrum events and daily stand-up meetings. It also allows for more open communication with the client, maintaining a constant feedback loop ensuring the team knows exactly which direction to head in with it’s work. The cons of the agile model are that it introduces a large amount of bureaucracy into the development process. Abstracting the team dynamic in this way impedes the quickness of the work and leads to specialization of each team member and can lead to disconnects. Overall, I definitely believe the Agile-Scrum approach was the most efficient approach to the SNHU Travel project, because it kept the clients satisfied, the team members focused and communicative, and kept everyone on task and happy.