Sprint Retrospective

Retrospective **Overview**

Agile development methods include deliberate ways for the team to improve how they work. At the end of a scrum sprint iteration we can use a sprint review and a sprint retrospective to identify things that can be improved. In this task you will first present your (working) product to the course teacher, and lastly conduct a sprint retrospective activity that could be used to improve.

Purpose: To experience the value of an agile scrum development approach using a Sprint of activity to deliver a working iteration of your project, including a sprint review and a sprint retrospective activity.

Tasks: There are essentially two activities the team needs to do together to complete the sprint 1. First, at the end of the sprint, a sprint review needs to be done which includes demonstrating the working product to the course teacher. Lastly, a sprint retrospective looks at the process to identify what could be improved.

Time: You will need to document your involvement in each of the activities and submit the report.

Submission Details and Assessment Criteria

You should create a personal (unique) document that shows your involvement during the sprint of work, as well as the activities (daily scrum, sprint review, sprint retrospective) you do.

Instructions

This week is a continuation of last weeks' task and you must **stay** in the same group. Last week the purpose was to plan out the sprint of tasks (sprint backlog) and get a working iteration of the product to show the product owner this week.

This week is all about the ceremonies designed to help improve both the product a team is working on, and how a team works.

Sprint Review (Product)

A sprint review is about the product (and not the process), showing the work that was the team considers done (code complete) to the course teacher so that they can acknowledge it as done. It is also about creating opportunity to adapt by identifying changes.

When you are ready (your product compiles and runs and does what you expect), present your working product to the course teacher. Capture any feedback from him/her. Do not demonstrate incomplete work.

Remember that this is a chance for the course teacher to identify what they really want in the product, and for the team to adapt. The course teacher should actually use the software!

Although you may not get a chance to adapt the software in this simulated example, still capture feedback to demonstrate your understanding of the process as a task outcome.

Sprint Retrospective (Process)

The Sprint Retrospective is all about improving how the team worked together (the process), and should include the product owner and a scrum master. Retrospectives, when done right, help the team identify what worked well and what didn't. Those are the two questions you should answer.

- What (process) worked well in the last sprint?
- What could be improved in the next sprint?

This is not just a complaint session! It should be about creative solutions and corrective actions. Continuous improvement is what agile is all about.

Checklist

Below is a checklist that you can use to see if you have completed the activities required for this tasks this week.

Activity Outcome Checklist

This is a list of things you should each have a record of for the tasks this week.

Capture Your Sprint Work

- 🖉 List what you did (activity) during the entire sprint in detail for your outcome report.

From the Sprint Review (Today)

- 🖉 List the product features code complete (shared by all team members)
- 🖉 Product was demonstrated to the course teacher
- 🖉 List features the course teacher agreed were "done"
- 🖉 Note feedback/changes from the course teacher (and the team)

From the Sprint Retrospective (Today)

- 🖉 Identify what went well during the sprint
- 🖉 Identify what could be improved in the next sprint