CS250 Sprint Review and Retrospective

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# Roles within Agile Method

Throughout the development of SNHU Travel, I assumed different roles within the Scrum team during the Agile development process. SNHU Travel trusted us to develop a product for them during this transition. Teams are required when utilizing the agile method. Those teams are the Product Owner, Scrum Master, and Development Team. Each plays an important role within sprints to allow the product to be delivered to the client. No role is more important than the other. They all contribute to providing a successful delivery to the client.

The Product owner was our link from the client to the Development Team. They would come up with a list and goals the development team would need to accomplish within a time frame called Product Backlog. The way the Product Owner would get the goals would be to get them directly from the client or to hold a Focus Group. From there, the user would create User Stories to add to the Product Backlog. Only the Product Owner was allowed to add to the Product Backlog and prioritize the items for the Development Team. These items would show how the development team spent time developing them during the sprint.

During my time as the Scrum Master, I supported the Product Owner with the backlog. I would ensure the development team stayed on task. I would also act as the link between the development team and the product owner. When the product owner created the backlog with the user stories, I would hold a Sprint Planning to review each story to get accepted into the upcoming sprint. I used Throwing Fingers to assist the team in determining the importance of each user’s story. With the backlog items weighted out, we could begin the sprint. After the sprint started, I would hold a daily stand-up meeting to go over some items. They would take no longer than fifteen minutes to go over what happened yesterday, plans for today, and any issues we may be hindering daily goals from being met. These meetings are conducted standing up to ensure that they are quick. Stand-ups allow time for transparency and assisting each other with any issues that may come up during daily activities. I was a resource to my development team and product owner for any issues that may arise.

The development team will be creating the code to get the product to the client. They are allowed the freedom to create the code as they saw fit. They would be creative but maintain industry standards to make the code readable and upgradeable. Part of the development team was the testers. They would test the code to find any bugs that may occur and report them to allow the other members of the development team to resolve them.

# User Stories Completion

The agile method allows the breakdown of complex issues into simplistic and approachable problems. These approaches problems made tackling the big picture approachable and ensure the team is confident to complete it. It allows it to be a successful project. SNHU Travel expectations and requirements were collected into User Stories. We took these stories and made them into something understandable to everyone involved. Normal practice is to state the requirements, to tell us the functionality, and its purpose. The story should consist of “Who?”, “What?”, and “Why?”. “Who?” would be the user of the product. “What?” will represent the need of the user to complete the task or their needs. “Why?” will represent the reason behind the functionality of the story.

# Interruption

The agile method allows one to go back when uncertainty comes around. It allows the team to go back to making corrections with little downtime. There was a last-minute change from SNHU Travel where they wanted to add a detox and wellness travel. We implemented that request into the new code and met the client's expectations.

# Communication

During the project, SNHU Travel requested some changes to their product. Clarification was created and an email thread was sent to the client to get a clear understanding of their expectation. Email discussions can be held but to get a full understanding and to keep everyone on the same page, a face-to-face meeting is recommended. Email needs to be straight to the point. If any of the team members need to get clarification from the client, it should be routed through the product owner. Since the product owner has built a relationship with the client. There are some cases where the development team can reach out to the client directly but should not be utilities every time. I do believe face-to-face communication is key but sometimes that is not always possible other avenues should be approached but they need to be straight to the point, clear, and concise**.**

# Organization

Organizing the steps of the backlog is important. A whiteboard being used and moving the product backlog during the sprint could be done during the stand-up. Gives teams real day-by-day progress of the backlog. Other items can be used but utilizing a whiteboard will allow everyone to familiarize themselves with the sprint process. A whiteboard will allow anyone to approach it and get a good idea of where the sprint is and how the product backlog is getting accomplished. As the team becomes more familiar with the process, we can utilize more complex tools.

# Agile Process Evaluation

With everything, the agile process has its pros and cons. SNHU Travel threw some curve balls that made it hard to predict. This uncertainty allows the project to go off track or to go over budget is not handled properly. The agile method does allow for the project to “go back” to handle any changes from the client. It does handle change very well within reason to the product backlog and the sprint.

It is hard to imagine handling this project with the waterfall method. Especially when reflecting on the sudden change with the client to add a detox option to their webpage. That one example alone, we would not be able to handle if we used the waterfall method with this project. The conversation with the clients would just be updates and not putting their vision into their product. I believe that the product was successful and SNHU Travel could not be happier with the product they received.

A lot of lessons were learned with this project. With the agile method, it is important to have a clear understanding of the client's vision. Communication is key to a successful project. The agile method allows for a quality product to be produced. The quality product allows for returning customers and building a clientele.

# References

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