### Sprint Review and Retrospective

Kylee Carr

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**The Team**

Over the course of our work on this project, everyone on the Scrum-agile team made incredible contributions. I would like to go over some specific examples of how everyone on the team helped make the SNHU Travel Project a success.

First, there is the product owner. The product owner helped us to remain in clear communication with the stakeholders and the customer. They kept the product backlog organized and kept everyone updated. They assisted in writing the vision statement and user stories framed in a manner that helped us to keep focus on the user.

Next, there is the tester. The tester put themselves into the shoes of the user during testing to help us ensure the user would be satisfied with the product. They gave feedback on our product and communicated with the product owner on the specificity of the user stories and test cases and made the necessary changes to secure our project’s success.

Then, there is the developer. The developer brought our product to life. They remained fluid and adapted to any and all changes. They remained in contact with the product owner and tester to ensure the project met all the essential requirements, and even made suggestions on how the product could be further improved.

**User Stories**

The Scrum-agile approach to the SDLC that we used helped the user stories come to completion. The user stories are an end goal for the software expressed from the user’s perspective. They allowed all team members to collaborate and decide how to best cater to the end user.

The agile approach to this allowed us to use our scrum events to discuss what should be included in each user story. It is conversations like these that permitted us to gain a shared understanding of the objective. We were able to keep focus on the user by implementing user personas, thinking from that frame of mind, and collaborating on how to best make it all come to fruition.

This method also significantly boosted our productivity. With each user story that was completed, the team felt a justified sense of accomplishment that made the progress we were making into a tangible thing.

**Interruptions and Changes**

During the course of this project, there were a few changes that had to be made. This is to be expected with any project. There was quite a big change to be made very close to the deadline. We had to change the travel vacations based on a new popular trend for the customer. However, with the help of our team and agile methodology, we were able to make it happen with no issues.

The Scrum-agile approach supports us when these unforeseen changes occur. One of the major agile principles is “Responding to change over following a plan” and our team was able to exemplify this principle over the course of this project. Agile harnesses change for the customer’s advantage.

**Communication**

There were a few times during the project that communication could have been a bit better to start with. For example, the tester ran into a little trouble with the lack of specificity in the user stories. This is something to be wary of for our next project. However, the team was able to jump this hurdle with some simple communication. The tester made it easy for the product owner to answer their clarifying questions by using concise and clear language.

Being clear in our communications with one another is imperative to our success. Another example of how we succeeded with our communication tactics were the daily scrum meetings. The scrum team showed their ability to self-manage by staying on topic and offering help, or asking for help whenever necessary. These kinds of meetings and events encourage collaboration among team members because every member has an opportunity to speak about any issues that may be impeding their progress, and what they plan to work on each day.

**Organization**

There are several organizational tools that we used during this process that helped us succeed. Our team was very receptive to the Kanban board. They updated it every day, and this helped the team to stay on the same page with their progress. Another tool that we used was the burndown chart. This tool assisted the team in completing the brunt of the work at the beginning of the sprint and left the team more open towards the end of each sprint for any changes that occurred.

Our team uses all of the agile principles, but in this particular project, there was a real focus placed on:

* “Our highest priority is to satisfy the customer.”
* “Welcome changing requirements, even late in development”
* “Businesspeople and developers must work together frequently.”
* “Working software is the primary measure of progress.”

All of these principles helped our team to produce the best possible outcome for our customer.

**Effectiveness**

Now, let us discuss the overall effectiveness of the Scrum-agile approach for the SNHU travel project. We witnessed many pros to the approach first-hand. The openness to change was very useful for last minute requests from the customer, the scrum events helped the team to prevent miscommunication, the focus on the customer caused a very happy end user. Overall, it was very successful. The only con that there may have been was the tentative plan in the beginning. This caused some difficulty in the very beginning because of the lack of specifics. However, this was remedied as we got more information from the customer. The waterfall method would not have been conducive to the changing plans, interruptions, and updates. All in all, the agile method was the best approach that we could have gone with for this project.

**References**

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