CS250 Sprint Review and Retrospective

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

The Scrum Master's role ensures the success of the SNHU Travel project by creating a clear plan for each Scrum-Agile event. Firstly, the Scrum Master meets with the other members of the Development Team, then facilitates a meeting at the beginning of the sprint which ranges from 1-4 weeks. In this meeting, the Development Team reviews the backlog items and discuss iterative and incremental development strategies. This process results in a Product Backlog and a clear Sprint Goal best for its customers, executive team and shareholders.

The Product Owners’ primary responsibility is to create and maintain the product backlog. Gathering collective data from customer input, the Product Owner writes the user stories in a standardized format, created the story maps, and defined the acceptance criteria for the SNHU travel booking software.

The Product Tester expanded on the Product Backlog by refining the acceptance criteria from the user stories. The Product Tester takes the high-priority tasks of the SNHU travel booking software breaking it down into smaller, manageable steps for the upcoming sprints. Exploratory testing in the SNHU Travel project enables testers to adapt when faced with unexpected challenges. The Product Tester’s efforts makes it easier to identify and address potential issues early on, leading to a smoother and more efficient project progression, ensuring that unexpected challenges are addressed.

The Developer’s role in the SNHU Travel Project aims to refine the final product in the agile software development process. Working with the rest of the project team, the developer works directly to pull more detail as needed to fill the requirements (Cobb, 2015, p. 181). The Developer must understand and clarify the customers’ needs for the final product requirements. In many Agile projects, the requirements given to the developers are not always well-defined, thus it is the role of the developer to interpret and execute the product in alignment with the best needs of the Product Owner and users (Cobb, n.d.).

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

Throughout the SNHU Travel project, the team applied Scrum-agile principles of iterative and incremental development and collaboration between teams ensured successful delivery of the final product. Each week, the team would regularly discuss in emails and team meetings would share ideas of how to improve the product. These discussions included the development of a mobile app and shifting the app’s focus to a new target audience interested in detox and wellness travel. The open communication within the teams ensured that the SNHU Travel Project was developed incrementally, allowing for continuous refinement and improvement based on ongoing feedback.

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

The Scrum-Agile approach provided significant advantages in handling interruptions and changes in direction during the SNHU Travel project. In Module 5, the Product Owner shared the SNHU Travel Project’s new focus onto the up-and-coming detox and wellness travel sector. Acting as the developer, I sent an email to the Product Owner and the Product Owner for product owner for a detailed clarification of the acceptance criteria and updated set of test cases for the new criteria of detox and wellness travel. This incremental development process within Agile development allowed the team to adapt quickly to the new requirements and meet the updated project goals.

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

Throughout the SNHU Travel project, the Agile-scrum team was informed and communicated through regular email updates and discussion posts. The team would send weekly updates of the current sprint’s progress, asked for clarification, highlighted any necessary issues or changes, and shared their upcoming plans for the following week. This way, everyone would understand the roles and responsibilities and the status of the SNHU Travel Project.

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

VersionOne is an Agile project management tool discussed by Cobb in *The Project Manager’s Guide.* To track progress in a sprint, a Kanban board (which is called story board in VersionOne) is utilized, showing the progress of items through the stages of completion (Cobb, 2015, p.161-162). Another way that VersionOne tracks progress using the Scrum-agile approach is its use of burn-down charts, showing a graphical representation of progress (Cobb, 2015, p.162). The use of these organization tools allows the Agile team to track the progress of tasks in an at-a-glance visual format, tracking the progress of the SNHU Travel Project to ensure the team is aligned with the sprint goals and the current status of all tasks.

**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.**

There are pros that the Scrum-agile approach presented during the project. Firstly, the Agile method was highly flexible, such as when the Product Owner wanted to change the focus of the travel software in the middle of the development process. Secondly, there was an effort to promote open communication of all team members through each Scrum event. Lastly, the Scrum-agile approach of incremental development allowed the team to easily adapt to changes over the duration of the project (Cobb, 2015, p. 197).

The cons that Scrum-agile projects face is limited higher-level integration to fulfill typical corporate needs for to oversee a portfolio of large-scale projects (Cobb, 2015, p. 197). Another con of Agile team organization, is the lack of formally designated technical team leader, when some teams can benefit from being led by a more senior-level tech lead for providing guidance and direction (Cobb, 2015, p. 197).

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

Overall, I believe that the Scrum-agile approach was best for the SNHU Travel development project, as it allowed the team to adapt to the changes to the market needs. In contrast, the typical waterfall approach has well-defined requirements up front (Cobb, 2015, p. 262) and the project is designed, developed and tested sequentially (Cobb, 2015, p. 264). Using the waterfall approach, the SNHU Travel Project team may have to rework the project, possibly leading to substantial time delays and increased costs, affecting the overall success of the travel project.

References

Cobb, C. G. (2015). *The Project Manager’s Guide to Mastering Agile: Principles and Practices for an Adaptive Approach*. John Wiley & Sons.

Cobb, C. (n.d.). *What is an agile developer? How is the Role different?* Agile Project Management. <https://managedagile.com/what-does-it-mean-to-be-an-agile-developer/>