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Date: December 8, 2022

Assignment: Final Project – Sprint Review and Retrospective

During the course of the development of the SNHU Travel project, the various roles on my Scrum-agile Team contributed to the success of the project. The Project Owner was able to meet with the client and return to the with user stories to pass along to the team. The Scrum Master was able to meet with the team, facilitate Daily Scrum meetings and help with any impediments that stood in the way of the development team. The developers were able to work fast with each sprint using the product backlog that the Product Owner had created. The codes didn’t have to be perfect as it is ever changing, which made it easier. The tester was able to work together with the developing team and the Product Owner to test the user stories thoroughly and help the Product Owner create the product backlog.

The Scrum-agile approach to the SDLC has helped each of the user stories come to completion by being transparent from the top down, being open with the client and the development team, and allowing room for changes. The client was clear and direct with what she wanted at the beginning of the project, and later made changes to the type of destinations she would like to gear towards. The Product Owner was able to be transparent with the team when this change happened and communicated that to the development team. There were only some components of the code that needed to be changed, and it was an easy fix. The continuous testing throughout the stages of development also meant that they didn’t have to start over with the project when changes were made.

As with the completion of the user stories, the project completion was also supported by the Scrum-agile approach when there were interruptions and a change in direction. Again, with the new approach of which destinations SNHU Travel had decided to gear towards, the Scrum-agile approach was able to be flexible with the changes by simply adjusting some of the codes to meet the new guidelines of the project. New tests were needed to test the new guidelines but was not something that needed to be started over. The Product Owner was able to be transparent with the development team with the changes and answered any questions from the development team. As a team, they were able to complete the project in the timeline allowed.

Taking on the role of the Scrum Master, I was able to communicate effectively by answering any questions that were geared towards me, but also adjusting the conversation back to the intended context of the conversation. In our discussion, Andrew, our tester, asked if he would be training and testing at the same time. I was able to answer his question with what I had expected of him and the power of sharing our knowledge with our team members but was also able to direct him back to the original context of our discussion; what principle of the agile approach would best fit our team. By redirecting him to the context at hand, any other questions will be reserved for sidebar talks, and switch our focus back to what task we are trying to complete.

By using a burn-down chart to chart my progress, I was able to help my team be successful in this project of SNHU Travel. I was able to track my progress, judge how much I’ve done and how much more I had left to do to complete the project in a timely manner. By using the principle of “Motivated individuals, empowered teams, flexible, trusted working environment and comfort with failure”, I was able to motivate the team to continue their work, which in turn helped the team feel empowered. With being flexible and trust in my team, it created an environment of trust and allowing them to fail and be comfortable of failing for them to grow and have lessons learned.

Although there are many pros and cons to the Scrum-agile approach, I believe that the Scrum-agile approach for the SNHU Travel project was an overall success. Some of the pros include being transparent from the top down, from the client to the Product Owner to the rest of the team, being flexible in the development team with new changes made to the project and being able to make quick changes to the program without having to start all over from scratch. Some of the cons include not being able to have face-to-face Daily scrums, which resulted in some time lost while waiting to hear from your team, and that made not everyone on the page when it came to what to do.

I think that the Scrum-agile approach was a good way to approach the SNHU Travel project, but since it was so new to all of us, we needed to go in with little steps at a time instead of going in full force. Although I found the Scrum-agile approach to be quite rewarding and overall good for any company, I still found myself using parts of the waterfall method as in having the project laid out in front of me and knowing what needs to be done first. But then again, it resembles Sprints where the Product Owner will have what they feel needs to be tackled next to keep the project going in the right direction. I do like how, unlike the waterfall method, we did not have to start over from scratch when there was a change made by the client, and simply change some portions of the cade to match the new wants from the client. Overall, the Scrum-agile approach was a success. Even though it was a learning curve, we had lessons learned, and though we did not fail, we are not afraid of failing either.