**Final Project**

**CS-250**

Zane Milo Deso

Southern New Hampshire University

**Sprint Review and Retrospective**

**Introduction**

As a Scrum Master for SNHU Travel I have set out to do a deep look at our processes and complete a sprint review and retrospective. Each role is essential and pivotal in the successful delivery of a valuable, functional product to the users. The Scrum-Agile approach aids in defining user stories and helped curb interruptions, which helped the team stay focused. The method helped to keep communication alive and topical to the goal at hand. Finally, I will look at the pros and cons of the methodology and explain why it is effective in our case.

**Each Role on the Scrum-Agile Team Contributed to the Success of SNHU Travel Project**

On our team, each role contributed to the success of making a valuable and functional product for the SNHU Travel Project. With a team consisting of a Scrum Master, Product Owner, Testers, and developers, we were able to cover all our bases and unite under a single sprint goal, which lead to delivery of requirements to the end users.

* Scrum Master

As the Scrum Master, my contribution consisted in facilitating the Daily Scrum meetings, shielding the team from impediments, being the Agile coach, and sprint planning. The daily Scrum meeting lasted around 15 minutes and served the purpose of getting the whole team under one goal to follow for the sprint. As the Scrum Master, I drove these meetings keeping them on track to help preserve their effectiveness in maintaining communication and updates.

* Product Owner

The Product Owner added the value of being the sole responsible individual for maintaining the backlog, co-lead with sprint planning and conducting interviews with stakeholders to gather requirements that were used to build user stories. These user stories were invaluable to the whole team. The stories helped translate non-technical requirements into terms that the technical side of our team would understand and be able to implement into tests and features.

* Tester

The Tester generated test cases based on user requirements outlined in the user stories. Alongside the analysis and implementation of the tests, the team’s tester also played a strong role in communicating with the other roles on the team. For example, at one point the user stories did not contain concise enough information, which required the tester to bridge that gap by reaching out to their counterparts. This was essential as it kept everyone on the team on track and working towards the singular sprint goal.

* Developer

The Developer on the team handled the implementation of the features as they were disseminated through user stories and outlined as sprint goals. The developer played an essential role in the product outcome due to being the technical hands writing out the code, making customizations and other tweaks. Even more so applaudable, the developer handled last minute changes in requirements mid-sprint. The developer made sure to follow up with other team members to ensure that all requirements were met and defined correctly. This kept the team and project on track, which generated value for the stakeholders.

### **The Scrum-Agile Approach to SDLC Helped Complete User Stories**

The way that Scrum-Agile approach helped to complete user stories was by leveraging the ability to interview clients, end-users, and stakeholders. These lines of communication made it so the team was aware of what exactly the individuals who use the product would like to see improved within the product. Since the Product Owner conducted this interview and is also the individual responsible for the backlog as well as generating user stories, they were able to translate these user requirements into technical terms that would be carried out into features that the developer would handle implementing. The Testers would also be able to view the user stories based on the needs of the stakeholders and generate tests that would validate functionality of every part of the program. This way the team could be confident that the program remained functional and gained value by meeting the needs of the end-users.

Furthermore, by maintaining a constant level of flat communication across the team, if there were any issues with the requirements, or stories themselves, the team could communicate that to the product owner who could alter the stories or reach out to stakeholders for clarification as needed.

### **The Scrum-Agile Approach Supported Project Completion When Interruptions Occurred**

The Scrum-Agile approach catered itself to aid the team in times where interruptions were likely to occur and when requirements were changed midway through the sprint. The Scrum-Agile approach adheres to being able to shift with ever-changing requirements. As a new requirement is defined and becomes a sprint goal, the team can manage this due to being highly Agile. Since the team did not spend time conducting a waterfall approach, they did not waste time planning out from cradle to grave, the initial requirements. Given this time saving measure of Scrum-Agile, the team can spend some time creating a functional product that incorporates the new requirement as if it were already a part of the back log.

### **Examples of Effective Communication**

A few examples of effective communication occurred at differing stages of the SDLC. One of the first examples was the interviews with the stakeholders conducted by the Product Owner. Another example would be the Daily Scrum meetings in which each member would answer three questions; What did you do yesterday? What will you do today? What are your impediments? These three questions kept the whole team informed and collaborative. Furthermore, email communication highlighted effective collaboration between team members when it came to weeding out ambiguities in user stories, test cases or priority of work.

### **Scrum-Agile Principles and Organizational Tools Cultivate a Successful Outcome**

The tools that aided to a successful outcome with the SNHU Travel Project was the use of a Jira boards to aid in backlog refinement and sprint planning. Another tool was the use of ClickUp to keep track of bugs to fix, their status and who was responsible for them during each sprint.

A few of the principles that helped the team were welcoming changing requirements and creating a functional product. If the team had been using a waterfall method the amount of time to delivery of a completely functional product would have taken much longer. Following these standards the team focused on creating a working product from the start that would only evolve in a manner that would bring improved value to the clients.

**Scrum-Agile Effectiveness for SNHU Travel Project**

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| Pros | Cons |
| Functional Product delivered to users after each sprint | Requires skilled team members |
| Consistent Lines of Communication across team and with stakeholders | Requires a lot of training |
| Clearly outlined backlog aiding with sprint goal prioritization | Does not help meet long term deadlines |

Effectiveness of Scrum-Agile for SNHU Travel Project

Given the pros and cons of the effectiveness of a Scrum-Agile approach, I would say that on the level that our team is operating that it is beneficial. As the product and company grow and teams become more inclusive to many more members, we will need to refine our approach to working on a large scale as the current method caters to small teams encompassed with high skill levels.

## **Conclusion**

In conclusion, Scrum-Agile has a steep learning curve but accompanied with support, flexibility, communication, and concise definitions then the team was able to deliver highly sought after features to the end user in a decent amount of time. The pros outweigh the cons in our case, and we will advocate for the investment in the skills of our team members and continue to educate everyone on the tools and methods we have adopted.