Sprint Review and Retrospective

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There are four different roles that play a part in making sure the agile method works. For the SNHU travel project, I assumed each of the four roles. Those roles are product owner, scrum master, developer, and tester. The product owner oversaw gathering the information that had to go to the scrum master. That information was put into a user story format that was given to the team. The scrum master’s job was to ensure all information was given to the developers and testers. That was done via meetings and emails. The scrum master had meetings to help everyone work through any concerns they had. He/she also had to do the coaching and regular checks to make sure that the rest of the team was doing what they were supposed to do. While the scrum master was ensuring that the important information was given, the developers were taking the information and coding the program. Once the development was done creating what needed to be made, the testers took what was done and tested it to ensure everything worked. If something did not work right then, it was sent back to the developmental team for them to correct it.

As I mentioned above each role took a part in aiding in the creation of the SNHU Travel project. During the project, there were a few user stories that were created. By splitting up the work, the user stories were able to be done properly. Also, this helped to ensure that everyone understood what their task was to help ensure the project was done. That was important when it came to the testing and developing stages. That made it easier for the testers to focus on just testing the product, and it made it easier to have the developers to fix whatever was broken without redoing the whole thing. Being able to do this in a seamless manner comes in handy especially when things changed.

When the project changed to include the resorts, we had to do a meeting with the team. The meeting was done to ensure the team first understood what was changing. After the team found out what was changing, the timeline was discussed. It was determined that the timeline was not being changed even though the end result of the SNHU Travel project was changing. The meeting also gave the team time to discuss any questions or any obstacles that were seen or witnessed. It was not a very long meeting, but it was long enough to discuss what needed to done. The interruption was a slight obstacle. Since the agile method permits us to not have to start over, we were able to change some of the coding and adapt quickly to the changes. Once the coding was changed to meet with the new revised user stories, the testers were able to recheck everything to ensure that everything worked properly. This again helps to ensure that the new changes were implemented and that nothing was missed. This all was able to be done without messing up when the project was going to be finished. As I mentioned before, the team was able to use what was already made and just change a few things without restarting everything over again.

As I mentioned above there are four roles that work together to make the scrum team work smoothly. Because there are different roles communication was the main thing that had to be seamless for the project to be done. This was extremely important when there was a major change to the project. For the communication to work, I had to listen to what was said. I also asked questions if I did not understand what was being asked of me. Most of the time, communication is done via the meetings that the scrum master sets up frequently. There were a couple of times where I had to get some more information. For me to do that, I did have to email a couple of people.

The organizational tools that were implemented were extremely helpful. We used the user stories to help organize everything. That helped because the product owner was able to give us the most important information from the feedback that was received. That made it easier to know what we needed to include into the SNHU Travel Project. We also did the test stories as well. That was extremely helpful too. It allowed us to see what was tested. From there we could see what tests passed and failed. Once we found out what failed, we were able to easily revise the stories and send it back to the development team. The developers then received that information and made the necessary changes to correct what failed. Once that was done, then everything was sent back to the testers to have them retest. By using the user stories and test stories, everyone was able to be on one accord and understand their assignments. This is extremely important because when you have different roles, you don’t want anyone to be confused about what they are supposed to be doing. This also allowed the team to work together to work through any problems that they saw. It also made it easier for the scrum master to know what all is being worked on. It also helped to ensure that everyone was staying on task. The biggest part of the organization was making sure the timeline was being met as well. This was extremely important when there was an interruption to the project. Fortunately, with the organization that was done prior, there was not a not a major delay. The organization allowed for some of the project to continue while the product owner and scrum master was working on getting some more feedback from the users and changing the user stories to fit with the changes.

As I mentioned above the agile method allows for adaptability, and it also makes it easier to break up a big project into smaller more manageable parts. You can run into problems if someone doesn’t keep up with the work but using the agile method doesn’t require as many resources. Because of those advantages, I think the agile method was the best approach.