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**The Scrum Retrospective**

The roles contributed by completing the tasks given to them and completing the task assigned by the role they were in during the project. The product Owner got the information needed to understand how the users wanted to access their wants and needs and what they wanted to see changed in the travel site. The Scrum Master handled the scheduling of the scrum events and writing the user stories. They also handled any other documentation necessary to keep schedule on time. The developer handled writing the program according to how the users wanted the program to work. Their work was also tested by the tester, who wrote out the test cases and made sure that everything worked according to how the users wanted and how the developer wrote the code. The entire scrum team worked diligently, hard and well to make sure that the project was a success. A scrum-agile approach helped the user story completion because of the adaptability of the scrum team. While the Product Owner was gathering the details of what the users wanted, the scrum master was able to make the other documentation. When the product Owner got the details, the scrum master only had to do the user stories, which they could focus on. And a scrum agile approach helped with the completion on the developer and tester side by allowing those pieces come into play after the initial adjustments were, since the agile approach itself does not need a step-by-step system. The developers were able to focus on the user stories, allowing them to have the most time and the most thought put into it and have all the exception handling needed. As for when interruptions occur, the scrum agile approach is allowing of that without the need scrap the project in its entirety. With the adaptability of the scrum agile approach, any and all interruptions and/or changes in direction can happen and nothing would change to the overall project and will enable the team to use the new changes into that overall project. Moving onto communication, I made sure to communicate anything that needed to be said to whichever role it was needed for. As the scrum master, I stated how I would do the job and state the documents I would write. I would also explain how I would want the team to operate. In any role, I would make sure that it is known about how I work and how I want the team to work. I am a firm believer that communicating ideas is the key to success in a team, that way everyone knows about each other and no one has any doubt. Another example of this is through the discussion boards. I always give a proper answer with as much detail as possible, ensuring that everyone understands the language used in those posts. I also provide any criticisms needed to help out the team and let them see where they may have had problem. I do this exactly to help everyone out understanding the perspectives of others and know of my true intentions when it comes to working in a team. The tools and documents our teams used were beyond helpful. To start with the documents, we knew almost immediately what was needed to be done to make our users happy. The user stories told us what they wanted and the scrum master was able to make a sort of profile for those stories to better illustrate what it was they wanted. After the developer got to a testing point, the test cases helped make sure that the project ran exactly as planned. The weekly sprint meetings helped put into perspective what was on the agenda for the week and what was needed to be done for the project overall. The daily scrum meetings helped maintain the performance and ensure that teammate needs are met. The tools that we had also provided much needed aid when needed, like the items previously stated. The tools helped keep the schedule on track and allowed the team to really put into perspective the needs that needed to be met. The effectiveness of the scrum agile approach far exceeds the waterfall approach or any other approach. Where the waterfall approach has a pinpoint list of things that need to get done, the scrum agile approach allows for a simpler schedule and allows for the team to get certain pieces done while maintaining the project’s schedule and integrity. The only con is the documentation does need to be done in a very specific order, holding schedule back a bit. However, the adaptability of the scrum agile approach allows for such interruptions or changes in the project’s direction to happen without affecting the project’s due date and schedule. That is what makes the scrum agile approach the best option, and it why I feel the approach was the approach for the SNHU Travel project. And on top of that, the scrum agile approach is the best way to understand the user’s needs and wants, through the user stories document. The waterfall approach does not do something like this, and is also where it becomes difficult to know what the user wants. In the project development world, you need to understand what the user wants, as they are the lifeline of your firm. The scrum agile approach is the one that helps everyone out and is the easiest to understand, with some small learning curves in the paperwork area. All in all, I would always recommend the scrum agile approach to any project I do in the future.