Ashley Povlik

CS-250 SDLC

2-13-2023

Retrospective

The various roles of the scrum agile team specifically contributed to the success of the SNHU Travel Project by keeping focus and being adaptable. The product owner kept in close touch with SNHU Travel, kept communication open, and prioritized when SNHU decided to change things. The scrum master helped to manage the flow, keep things on schedule, and adapted with changes. The tester was flexible with changes and readily updated test cases when necessary. The developer was open to changes but need to look through the project to see what options were possible. They did come together as a team to keep the project moving forward even with changes late in the project.

The Scrum-agile approach to the SDLC helped each of the stories come to completion by following the methodology and keeping things organized. Setting up user stories allows the team to get a grasp of and keep track of the overall ideas and plan. User stories simplify each idea or problem to keep the focus on the important parts of the project, so that the team does not get distracted with other things. Simplifying each step or idea allows for easier organization and prioritization. Keeping the focus on what was a SNHU Travel priority became essential when changes were requested.

The Scrum-agile approach did support project completion when the project was interrupted and changed direction because agile is adaptable and its methodology supports these issues. They were able to research what would be necessary to complete the change request, change the test standards, then prioritize the most important parts of what was requested by SNHU Travel. The daily stand-ups and meetings would absolutely help to keep the teams velocity moving forward once everything was analyzed and organized.

Communicating with your team is something I stressed through out the entire project. There are plenty options to keep communication open in the workplace, the effort must be made. Daily stand-ups are a must. My team wanted daily stand-ups, and the scrum master requested the use of Kanban methodology and a board. I wanted to be flexible and wanted the team to be comfortable with what ever approach we decided on together because we are a team. I wanted to try the project tracking software but wanted to be flexible for the team. It could be necessary to use both because there is potential for clients to need remote options that everyone can see, or clients may want face-to-face communication. The board is a good idea because it keeps the team close together and would allow for easy face-to-face communication. Which is why the daily stand-ups are effective as well. There are pros and cons to each method. I realize that because this is a first project using agile methods, processes may be trial and error for a period of time. It would be possible that certain tools may not work well for my team and there is potential that we may need to explore other options. Keeping an open door to listen and to deal with issues was necessary, because this was the first project implementing agile.

The organizational tools that we used were daily stand-ups in which the Kanban board was effective because it was visible for the meeting. This also allows for presentation of the product backlog and allows for us to plan each sprint. Daily stand-ups allow for easy communication between the team on a consistent basis. The sprint is then evaluated by the sprint review and the retrospective. The board helps with that as well because it is constantly updated as things change, issues arise or something is completed.

I think the Scrum-agile approach was effective was effective for the SNHU Travel development Project. There were a great many pros for this project. The agile methodology alone allows for change and adaptation. It is very hard to know when issues will arise. Flexibility is required in the development of any product but is especially important for software development. There are so many unknown variables when starting a project that it is good to be prepared for change. Many problems cannot be predicted but the team can be prepared to deal with issues as they arise. In this case the client changed their minds in order to stay competitive with other similar travel sites. It can be a hassle, but companies have to do their best against their competitors to stay on top of what the users are looking for. The team did have to change gears in this case but was made easier because the initial start of this project is done incrementally and testing is done along the way. The waterfall method may have been less effective because the code that has been developed may not have even been assessed so far. In the case of incremental sprint planning, reviews and retrospective the team can look back and assess the process in a much easier manner. A potential con may possibly become apparent if the client decides to change later in development and the project is almost complete. However, this may be up to the product owner and team to tell the client whether the change is possible or not.

Based on the way things happened with SNHU Travel I think the Scrum-agile approach was the best approach for the SNHU Travel Development Project because it easily allowed for change. The team was able to address the change requested and look back and decide what the best options would be moving forward in an organized manner. Then priorities were reorganized, and the team was able to move forward with the plan change in a fairly easy process.