Retrospective/ The Final Project

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In this course, while working with the SNHU Travel Team, I was able to see exactly what a Product Owner, Scrum Master, Developer, and Tester does in an Agile Scrum Team. I see that every position is needed to make the overall development of the project a success. In this course, Software Development Life Cycle, I enjoyed being in the role of a Scrum Master the most.

I will first start with the Product Owner role. This role is very important because the individual in this role meets directly with the client. The Product Owner will make the initial contact with the client to see exactly what the client wants out of the project as well as the time frame that they want the product to be done. Along with the initial contact, the Product Owner will also be in constant communication with the team throughout the different sprints of the project; This will ensure that they are going down the right path of getting exactly what they want out of the overall Scrum Team. The Product Owner will then take these needs of the client and put them into user stories. The user stories are one of the key tools used in the Agile methodology to help keep the team organized. Here, the individuals apart of the team will be able to see what the other teammates are working on and what they have already completed. They will sort out the user stories in order of what is the most important to the client. These user stories will be handed over to the Scrum Master to be distributed and assigned to the Scrum Agile Team to complete the project.

In the SNHU Travel Project, The Scrum Master was the immediate role that was in constant contact with both the Product Owner and the rest of the Agile Scrum Team (developer, tester. Etc.). They created Daily Scrum meetings to organize the user stories and the team. They also allowed for a completed and transparent flow of communication within the team. These daily meetings were also important to see the standpoint of each individual person in a role. Each individual person got to see what other teammates are contributing to the team, what issues they were having, and how they will overcome their problems within the project. The Scrum Master organizes all the thoughts and user stories of the team and displays it on a visual board so that they entire team (even individuals outside of that team) can see what the team is working on *and* the work that has already been completed by the team. This board keeps everyone *“in the know”* of what is going on in the project to ensure that no one is left in the dark. These organizational tools and scrum principle of the Agile Scrum team is also what has helped us stay organized while working on the project.

The Developer has a very strong and important role in the SNUH Travel Project. They were able to develop the code, from the user stories, to make the project come to life. The Developer is very hands on with the Tester. The Developer wrote the detailed code from the SNHU Travel Project which entailed going into the settings (on the app and computer), choosing the top 5 travel destinations based on the filters that the customer chose, providing picture of the travel destinations, and a brief description of the travel destination.

The Tester in the SNHU Project was just as important as any other role within the project. The Tester, yes, tests the code of the Developer. They create different tools for code to pass through. The tester is also in constant communication with both the Scrum Master and the Product Owner.

A major pro of working on the team using the Scrum- Agile approach for the SNHU Travel project was the open communication between all the members. Being that the Daily Scrum meetings were held everyday, for 15 mins standing up, this short time aloud for the communication between team members to be organic. The con would have been when what the client has stated that they wanted items changed in their requirements. It was not a complete waist of time, but that just means that everyone on the team had to re-alter the parts of the project that they were assigned. Sometimes this is done without an extension of a deadline.

Because of the changes towards the end of working on the Scrum Agile Project for SNHU Travel Project, I believe this is why the best way to go is with the Scrum Agile method. An Agile method is needed for a project like this. The traditional Waterfall method does not allow you to change the user stories to the clients needs until the end of the project. This can meet you with wasted money and time.