7-1 Final Project: Sprint Review and Retrospective

Overall, there are 4 roles in an Agile Team. Each are as important as the next in regards to finishing the project. The 4 roles that make up an Agile Team are: Product Owner, Scrum Master, Developer, and Tester. The Product Owner is in charge of staying in contact with the customer, and help diffuse the information from the customer and chart what they want from the product. A Scrum Master is a facilitator, coach, teacher/mentor, and servant/leader that guides the development team through executing the Scrum framework correctly, whilst managing any additional information that might change throughout the Sprint. Next we have the Developer. The Developer is tasked with creating the product for the client, based on information derived from the Product Owner. They work closely with the Testers and Scrum Master in order to tackle any challenges that may arise when completing their work. Lastly we have the Testers. They test for any bugs, errors on the project, and try to find ways to improve the product for the client.

During each week of this course, I was able to undertake each of these roles in a variety of ways that helped me understand the Agile method. Each of these different roles is crucial to delivering a good product for the client, and leads to overall success towards the goal of creating dynamic products to use. Creating user stories is beneficial in seeing what was important to the client, as the product owner. As the developer role, we worked on adapting the project based on the user stories, as well as changing it to fit the overall change in the market. Lastly as the tester, we needed to make sure that the product succeeded in doing what it was set out to do.

Taking a Scrum-Agile approach was beneficial in creating the user stories that the product owner needed to make for their Scrum Teams to develop from. I was able to take the most important aspects of the idea for the product and translate it into something usable for the Developers to work with. With as much detail as possible over some of the smaller things related to the product. Using a Scrum-Agile approach also helped when the client wanted to switch from vacations to wellness retreats being able to search for in the product. This allowed us to deliver a great product that fit exactly what the Client wanted.

A Scrum-Agile approach is very open to changes or interruptions, because of its flexibility. Again with the client wanting to include or focus on the wellness retreats, we were able to adapt over from listing top vacation destinations to various wellness retreats almost seamlessly. Obviously there’s still work that had to be completed in order to realize that goal, but overall the flexibility of the Agile method really shined in that aspect. This is one of the biggest reasons that I enjoy the Agile method to developing products.

With daily meetings, and email chains being the main source of communication, while the information radiator being the overall goals for each member of the team, these are the best ways to communicate changes with the team. If there’s any questions, then it will be asked during the daily meeting, unless something urgent came up. Otherwise asking clarifying questions when changing the projects’ focus from vacations to wellness retreats allowed the developer to email the product owner and understand the new nuances of what the client is now looking for with their product.

Staying Goal oriented, helped me be successful in the team environment that the Agile method provides. It helps everyone push towards a common goal for each sprint that we can then work towards with our own individual efforts. The best tool for this in my opinion was the sprint planning, this allowed the team to work together in setting achievable goals and understanding the steps needed to get there. Sprint planning also allows the team to collaborate on each idea, and give their different perspectives of how to achieve these goals.

The Scrum-Agile approach was great when used to complete the SNHU Travel Project. One of the pros of this approach is the overall flexibility and adaptability to changes. This was great when creating the travel program for vacations and then the sudden shift towards wellness retreats. One of the cons of this approach is the difficulty to estimate the times, resources, and effort needed to bring a product to fruition. Overall though I believe that the Agile Methodology was the right choice for the SNHU Travel Project. It gave unique insight with user stories, and was incredibly flexible in creating the product. I would definitely like to use this again in the future when working with dedicated teams.