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Module 7

Sprint Review and Retrospective

During this terms class, our focus was on the roles of the teams and how they all play a part within a development ideology. We looked at the waterfall method but only to compare that towards the Scrum-Agile methodology. The Scrum of the development workflow allows a team to take an end goal and break that into smaller tasks that can be managed individually. Within scrum the team is also allowed/encouraged to seek help with one another by asking questions. The Agile is the way the workload is distributed to the team. The product owner creates a backlog of stories for all developers to take from. A story is claimed and completed and then sent to testers that will either send the code back or approve. Within this review I will discuss further as to the benefits of scrum-agile and express what I’ve learned the past two months.

First, I will discuss the various roles of the scrum-agile team during the SNHU travel project First the two main team members that communicate directly to stakeholders. The Product Owner and the Scrum master. They were both responsible for asking qualifying question of out stakeholders. They asked what was needed of the final product and how the “asks” should look within the end product. They also asked about end dates and what features were most important. Those were just within the first couple of meetings. The product owner and scrum master also held a meeting with the end users, the ones using the website. The team needed to know what was most important to the user because ultimately, they would be the ones using the travel site. Because the Product Owner met with the users a better backlog could be made that would give high priorities to stories that would make the users experience more enjoyable. Like implementing a top 5 list of destinations that are relevant to the user by basing the list from their travel history.

Next, I will be describing how the Scrum-agile approach helped the SDLC of the user stories come to completion. To describe how they helped Ill describe the process of the workflow. First, after the meetings with the stakeholders have taken place, the product owner greats a backlog of stories that give a description of what is wanted by the stakeholder. The story also has information like the difficulty and the importance of the task. The importance allows developers to understand what should be worked on first within the backlog and the difficulty tells them how long the story would take for them to complete. During assignment of the product backlog, we were able to organize the backlog based off priority of the story. Each story had a size of story that also give a “I want to” and “So that I can” statement.

Although the initial meetings and assembly of the backlog are useful for the development of the project things may change that changes the entire direction of the software. The stakeholders wanted a travel booking website that would allow users to see destination options and select which ones work best for the users. After the meeting with the users, it was clear the site should be more. The users wanted the site to make suggestions based on what they deemed important. Because the team works within an Agile environment these adjustments were easy to accomplish. At a daily stand up meeting the news is told that the project will be changing. A Major benefit to an agile-scrum approach is the communication that could be had within the team. There were some objections by the team, but those objections were met with encouragement form the team leaders and other team members that the adjustments wouldn’t hinder completion dates or productivities. The backlog was adjusted by the product owner and the team works on that backlog as they were doing before. After the backlog was changed the developers had the ability to reach out with the product owner for further explanation after the meetings. Emails could be sent to set up video calls so have a one on one with any confusion. Also, tactics such as allowing two developers to work on a story at one time. One developer can do the driving of the keyboard while the other gives commands.

Scrum-Agile approach comes with many tools that gives it the ability to do be confined within its workflow. The most useful of the tools is the scrum board. This board typically has three sections to help organize the stories. The To Do, Doing, and Done. This helps let developers and everyone else within the team know where they’re at in the development lifecycle. The To Do let’s know what is still needing attention. The Doing tells what is currently being worked on. And the Done expresses what progress has been made. Another tool is the daily stand up at the beginning of each day. Developers stand while giving a brief description as to what they did the day before, what they will be working on that day, and finally what they’re having trouble with. This is good for the developers because it’s an opportunity to express difficulties without fear and it helps the scrum master know what they need to do to help the team.

To summarize this school term, we took an in depth look at the scrum agile. We looked at the use case and the pros and cons of this methodology. Scrum Agile has many of pro including having a flexible and adaptive workflow with the ability to change the direction of the workflow. The Time of development is also a pro. Scrum keeps developers on schedule with their work and reduces downtime due to workflow bottlenecks. Everyone has something to do and spend less time waiting for others to finish their work. The quality of work is also improved because agile puts more of an emphasis on self-testing. The developer has plenty of time to complete stories while making sure every test case works properly before sending the code off to testers. Finally Scrum Agile keeps the team well organized. Scrum Agile also has some disadvantages for instance the methodology takes some time to perfect from a leadership standpoint. Knowing what is most important when implementing the Scrum Agile. Knowing what stories should take more importance over others as well is a struggle. Finally, the leaders need to know how to transition from an old workflow approach to scrum agile and being able convince the team to trust the approach. It is my personal belief that the scrum agile approach is the best approach for the SNHU travel project. I say this because project is subject to change because what is most important in terms of stories will change from sprint to sprint. User opinion, wants, and needs change everyday and the agile approach keeps developers prepared for the changes that are inevitable.