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Final project

Retrospective

The first position I had the pleasure of practicing during this project was Scrum Master. While I was Scrum master, I had to brainstorm schedules for the daily meetings for the team. These meeting are of great importance given the fact that they allow for all team members to offer input on certain concerns or issues. As well it offers the team a direction and notice on what has been done and what needs to be completed. Furthermore, it increases the overall productivity of the team by allowing to ask for assistance for there part of the project if needed. This also helps in the prevention of a certain part of the project from falling behind, including the inclusiveness these meetings offer by allowing each individual to offer their input.

In addition of being the scrum master I had to create an agile project charter. This let the team members acknowledge what the goal and requirements are for the project. Further importance of the Agile project charter is for the team members to understand what their role is in the project and which team are they a part of. Understanding what needs to be completed allows for everyone to work efficiently and prevent miscommunication on what is considered “completed”. Understanding what needs to be done to be considered successful is just as important to acknowledge the risks and challenges that may be faced during this endeavor, avoiding such risks shall prevent hiccups or issues that may cause a hold up in the development process. Guidelines were enacted for the communication amongst the team members which supported the practice of being kind and respectful so no conflict will erupt. This presents order throughout the team since the project is quite large in scale, allowing full understanding of what needs to be done and is expected for each member during these meetings.

The other role I got to practice was being the product owner. Since I was the product owner, I had the ability to see the user stories. This granted me feedback on what they would like to see be added and being able to compare how the website stood before the changes. This offered so much more information to give to the scrum team. I had the responsibility to create the product backlog chart from all the gathered user stories done by each person. This gave me the ability to make a list of these suggestions by giving a ranking based on priority of each feedback. Once I established everything I gathered from everyone I had to create and fill out a user story chart. Giving me the option to go down the hierarchy to choose a low, medium, and high priority story. In addition to these story charts, I was able to add more information to offer some assistance to the Scrum team so that they may have an easier time implementing them.

Another role I got to try out was tester, pretty much the tester is the individual who runs various tests from the products produced from the developers. They ensure that it is working the way that it is intended and offers feedback on what was tested. While I was the tester, I had to make a test case which is a document containing information on each part I tested. I wrote information on when was that piece created and what was the name. I tested and documented on what input I made and what was the byproduct of my input. This assisted the developers in giving insight into what transpired after each part I did. If there was something unexpected happened which was not intentional the developers would go back and repair it, then resend it back for more testing.

The final role I filled in was a developer, as a developer I participated in the creation of certain parts of the project and ensuring that it worked. Taking feedback from the testers allowed me to make corrections so that it may perform the way it is supposed to. There was a slide show which demonstrated how far in the development process we were in, but it had to be altered due to the new demands requested. This would have been extremely troublesome for last minute changes but fortunately the project was not on the super large scale, so not many issues accompanied. After viewing their demands, I made the required changes to fit there wants. During this time as a developer, I also created a top 5 list of vacation locations.

Communication was a necessity especially when it involves the team and the product backlog. The backlog allows for the team to know what has been completed, what needs to be, and the given priority for each part. Being knowledgeable about this will greatly increase the chance of being ahead of the deadline. The lack of a product backlog can raise potential issues of something being done incorrectly or overlooked, which makes the backlog so important. This encouraged collaboration within the team so that the project can be done efficiently and on time.

The organizational tools and scrum agile principles that helped my team be successful was the daily scrum meetings. These daily meetings helped in achieving discussions and consistent feedback amongst everyone, so in turn everyone would be on the same page. This would be extremely important to me since I will know what everyone is working on, what needs to be adjusted, and what needs to be started. Knowing what needs to be done and when is it due is something that could be used in my day-to-day life, which is why I still need to grasp that concept.

The Scrum agile approach for the SNHU Travel project was highly effective. The team having a meeting every day to discuss the project keeping everyone up to date was very important. This was great for me since it gives me a run down on what’s currently happening and what needs to be done. Then going over possible strategies to take on each part of the project so it can get completed. Having tests be done to evaluate if it’s working as intended, which can cause a possible a redo of a part to have the desired results. What also gave significant help was the user stories, letting them know the needs of the product. Being able to read each of the user stories to fill out a chart so that it may be in an easier to read manner. I was able to gather what they wanted and add it, while having the ability to look back to reassure myself it was done correctly. This helped the whole process go by much smoother. It also supported the project completion during the unexpected change in direction for the project since it gave the flexibility of changing the project without it completely invalidating our previous work.

The agile approach has the downside of the project leader have the ability to adjust and implement changes after the developers have already made so much progress on the initial plan. The Agile method unfortunately had the developers go back to make these changes to a part and add the new information to it. The lack of extended time to complete the newly added changes made matters a more difficult. When the client wanted health and wellness retreats to be an option rather than what was initially asked, while asking to change it when it was nearly complete was irritating. The developers were able to make the needed changes and adjustments before the deadline luckily.

The Scrum-agile approach was the best approach because it kept the team on track and working efficiently. This was due to the daily scrum meetings taking place. The communication exchanged in those 15 minutes of the Scrum meeting are crucial, when working on a project with a smaller deadline. Having feedback from user stories gave good information on how to construct a better overall website. Having each part be tested so that it can be adjusted accordingly so that no team member will be left behind holding everyone back.