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Since we are coming towards the end of the sprint, it is time for a retrospective where we will analyze our work and draw conclusions on our development. For this retrospective we will start by looking at the various roles on our Scrum-agile team and analyze how they contributed to the success of the SNHU Travel development. To start off, we will talk about the Product Owner. The product owner is the one who bridged the gap between stakeholders and the rest of the Scrum Team. They kept us informed about what changes the company may want to make. User stories were also a vital part of the product owner's duties, they gathered user stories and developed them in a way for others to get an understanding of how to implement these stories into the final product to please the customers of SNHU Travel. Next, we will discuss the Scrum Master, this role is very important to the flow of the team. The Scrum Master oversees Sprint planning, as well as reviews such as these. Sprint planning as well as backlog refinement were very important duties of the Scrum Master during the SNHU Travel development. The Scrum Master was also in charge of setting up the daily SCRUMS, a vital exercise to help the rest of the team be on the same page and throw out ideas as well as get clarification. Next, we have the tester, a vital role for making sure the final product is functioning properly and meets user story’s standards. The testers for the SNHU travel project reviewed and analyzed user stories to gain insight for what sort of test cases will need to be done in order to meet qualifications to satisfy certain user stories. Sometimes the tester would even need to directly contact people for clarification on their user stories, such as gaining specific details on something rather than going off an estimate or a vague statement, such as the price range feature, the tester didn’t know specifically what type of price ranges the users wanted to see, so they had to reach out in an email to gain insight. Lastly, we have the developer of the SNHU Travel program, the one who puts together the product and makes the product. The developer's job was to gather the requirements from the product manager, as well as information from user stories to be able to properly create a product that incorporates those stories. Detailed information on the user stories is also important, because without that then product may not be to the liking of some, but this can be fixed by test cases done by the tester, and then relay information about what may need to change in the next step. The developer also has to pay attention to changes in the program and be ready to rectify those changes, such as when the stakeholders of the SNHU Travel project wanted to change course and specifically implement detox and wellness retreats.

The Scrum-agile approach to the software development life cycle helped user stories come to completion in a couple different ways. One way I feel that the Scrum-agile approach aided in this was by face-to-face meetings with users to gain insight of what they would want to see and having access to the users for further information. The Scrum Master would take these stories and implement them into the product backlog, and later into sprints to be completed. These stories came to completion also at the hands of the tester, who in my opinion maybe had the most vital role in perfecting these stories. The tester would gain further insight through the users to see what fine details were to be taken into consideration with their user story, and would then make test cases based on this, and if it wasn’t to their satisfaction, they could send it back to the development team to be altered. With the Scrum-agile approach, I believe implementation of user stories is more efficient, as well as produces better results.

The Scrum-agile approach promotes flexibility, unlike the waterfall method which is a very linear approach. Towards near completion of the SNHU Travel application, the stakeholders requested a change, and wanted to focus on wellness and detox retreats rather than a whole variety of travel destinations because they believe it will be the next big thing. With the waterfall method this sort of puts you in a tough spot because you're planning everything from the beginning and then going, not planning as you work and anticipating change. This is where the issues of this method being linear come into play. But with something like the Scrum-agile approach, this is just a tiny bump in the road and is easily changed. So when the request from the stakeholders to alter their program came along it wasn’t a big issue for a Scrum-agile team to compensate for it.

Communication with the Scrum-agile team was easier than most would think, and they way scrum teams communicate is also very effective. For example we can look at daily scrum events, which are a 15 minute or so standing meeting between the scrum team to discuss obstacles, motivations, and anything that may need to be clarified. Examples of other forms of communication were testers communicating with users regarding user stories, this happened so the tester could get finer details on a user story to perfect it. Another example is a developer requesting clarification regarding changes like the one we saw with the SNHU Travel project. The developer reached out to the product manager and tester for further clarification so they could develop a program that would fit the needs of the company.

Tools that helped this team be successful were face to face meetings, the flexibility of the agile approach, and things like sprints. Face to face meetings allowed for better understanding, because this way you can really gather information about how someone feels about something, rather than over email. Face to face also allows for the finer details to be explained a little better. One again we can talk about the importance of the flexibility that the agile approach offers, also going back to the last minute change made by stakeholders, with using the agile approach this was just a tiny speed bump and was easily compensated for. Lastly for tools and principles that helped this team be successful were sprints. Sprints are an important factor in the agile approach. It allows for a team to focus on a certain number of things in a certain time frame, perfect those specific things and then move on to the next one. Sprint reviews are also very useful because you are able to reflect on what you just did, maybe see what you can do differently next time, and allow yourself to see where you can improve at.

As with everything, there are pros and cons to the agile approach, some pros are that the methodology is flexible, it promotes better communication, and better in customer satisfaction. There can be a few cons to this methodology too, such as the unpredictability caused by the flexibility of the approach, however the initial value can be completed predictably, if there are changes to the project it could cause some unpredictable timing.