**CS-250 Module Seven Final Retrospective**

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CS 250: Software Development Life Cycle

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**Roles**

Over the course of this term, I took on all of the roles of the standard agile Scrum Team. All of them significantly contributed to the overall success of the team in a variety of ways. The Scrum Master made sure all of the Scrum Events and various meetings went according to schedule and that they were effective in helping the Sprint run smoothly. The Product Owner was in charge of helping plan the Product Backlog and grooming it so that the Sprint stayed on track as user stories and tasks were completed. The developer and tester had the most significant roles during this project in that they had to make sure all the user stories were completed and that they could handle the surprise shift in focus for the SNHU Travel site. Through test-driven development the developer and tester were able to quickly and efficiently tackle any issue or bug that came up and finish the site within the five-week deadline arranged with the client.

**User Stories**

Using a Scrum-agile approach helped when completing user stories due to how the user stories were set up. Since the user stories include the feature, success requirements, and a statement that describes the context of the feature, completing the user stories was much easier than if all the developers had was a list of requirements. The context from the statement helped the most since it would have been very easy to misunderstand. The user story for the “Top 5 Destinations” feature would’ve been very easy to mess up if the statement and success criteria weren’t included.

**Direction Change**

When the project shifted direction, the Scrum-agile approach was flexible enough that the deadline wasn’t affected. If the project was using a waterfall methodology, the whole schedule would’ve been thrown off since the team would have to start development over from the beginning and plan anew. With the Scrum-agile approach, all that was really changed were some of the requirements for the actual content for the SNHU Travel site, none of the actual architecture and software behind the scenes. This means that it was incredibly easy to simply change small parts of the code and keep the project running smoothly.

**Organizational Tools**

During the project, the most helpful organizational tools were the user stories and the product backlog. They kept all the tasks of the Sprint in a single, easy to access spot that I was able to go back and forth from which made coding much more efficient. The user stories also made writing tests much easier as well. Since they had success requirements included in the story, all I had to do to write the tests was test each requirement.

**Effectiveness**

Overall, using the Scrum-agile approach for the SNHU Travel site has been a resounding success. One definite pro to the approach is that it’s flexible and can adapt to changes in direction. That certainly helped when SNHU Travel decided to shift it’s focus from niche vacation packages to detox/wellness vacations. One con for the Scrum-agile approach is that it doesn’t have as much of a structure as the waterfall method and because of that, it’s much harder to predict.