Final Project: Retrospective

Elijah Carmichael

CS 250 Software Development Lifecycle

**Roles of Scrum Team**

While working through this course I got the chance to play significant roles of an agile team. The team consist of Scrum master, product owner, tester, and developer. Each role is significant to a project that’s why everyone should know each role of the team. After learning this agile model, I see how important the responsibility and efficient communication plays a part.

**Scrum Master**

Scrum master is a very significant role in the group, they are like the heart of the group they keep everybody up to date and making sure the team are doing their assigned tasks. As an scrum master the communication skill has to be better than the rest. I have to communicate with every individual not only to get what I need done out of them, but also take in all the feedback they give me and work around it to better the team.

**Product Owner**

While working as a product owner I had to make the tough decisions for the project. As the one who sits down with the client making sure all their needs are being met and making sure everyone is in sync on the task at hand. User stories are significant in prioritizing and splitting up task for the team. Receiving feedback from the users helps the team gain perspective of what issues or changes may be needed in their further development.

**Tester**

As a tester I helped design and complete test of the product. Knowing what parts of the project needs work and what is working is the key task as a tester. Communication of this back to the team is very significant because if clarity is needed an email would be the best idea. Helps get a response in a fast manner, while also not coming off rude. I would send the following email to the product owner:

To: Product Owner

Subject: Test Cases Thoughts

Good afternoon,

After coming up with the ideas for improvement of the product, I was wondering if there were any suggestions or opinions you have, I will be sending over a quick survey that I hope you can fill out that will give me a better understanding on what features can be added. I just need clarification if any is needed before we proceed with completing the product. Thank you and best regards!

**Developer**

The role of a developer is the backbone without them the product doesn’t see the light of day. They design and test software, they spend most of their time developing code to make the clients product come to life. Having great communication with the team throughout working on the project is key. Changes can be made and put a huge toll on a developer, having the ability to adapt and work around these changes helps make agile model a very effective tool in the success of a scrum team.

**Phases in an Agile Approach**

The phrases of the agile methodology start off with the scrum master who brings the team together every morning for meeting on agenda for the day and task to be completed. Creating the product backlogs and user stories are essential for the product owner to do from the very beginning to help organize team workload. The phrases consist of the project planning, analysis, design, implementation, and support phrase.

**Waterfall vs. Agile Approach**

Waterfall approach is simple to understand and use, each phrase must be completed before starting next phrase. The design process is like a actual waterfall going down in order to complete desire tasks. Some advantages would be works best for small projects, each phrase completed one at a time. Some disadvantages would be not ideal for more complex projects, not great for projects where a lot of changes may be made, and hard to know when each phrase and delivery of project will be accomplished.