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CS-250

Sprint Retrospective

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**.
  + **Every role in the Scum Sprint process has a unique and very efficient purpose to it. The Product Owner, Scrum Master, Developers, and Testers all have very individual tasks and duties, while also maintaining a level of interoperability that allows them to blend well with the roles and responsibilities of the other teammates. During the SNHU Travel project, the Product owner laid the initial groundwork, ensuring that the team understood all tasks and overarching “higher-level” goals. They took large amounts of information from the user and broke that information down into very understandable stories for the Scrum Master, Developers, and Testers to use in their level of work. On the next level down, the Scrum Master ensured the team itself was organized and had all of the tools needed to succeed in this sprint. The Daily Scrums allowed the team to rank and file what they thought would be the most efficient use of their time based on the product backlog, and the Scrum Master ensured constant co-operation and transparency during these events. The Scrum Master was key in ensuring the team moved like one fluid machine. The Developers, obviously, were key in ensuring the product itself worked as intended for the user, and in ensuring the Tester fully understood what was needed to be tested so that there was no ambiguity. In the role of Developer, I would ensure that the Tester fully understood exactly what outcomes I desired, and how I wanted them to attempt to “break” the piece of code I had created. The Tester being the “last but not least” piece, ensured not only that the code was working properly, but also made sure to allow additional “non-team testers” attempt to use the product to ensure there was no bias and that the average person could use the software as intended.**
* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**.
  + **The Scrum-agile approach, in my opinion, is the best approach for user stories because it allows a lot of flexibility. When halfway through our project, the user decided to change the entire purpose and genre of the “top 5” page we created, the user stories helped give that “why” to the Developers and Testers to ensure these new desires from the user were as clear and understandable as possible. This allowed the final product to be as tailor-made as can be for the user, ensuring that we retain that business and reputation moving forward. In a waterfall method this would not happen. These stories would be heard and understood once, and then never re-opened until the end of the software development life cycle, possibly leading to an unhappy customer.**
* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.
  + **The Scrum-agile approach in its’ entirety is designed to take this sort of interruption or possible failure state and move forward as if nothing happened. The small user stories on the backlog are easily replaceable and modular if anything changes. These sprints allow for base features to be implemented, with the understanding that at the end of the spring these small features might need to be modified based on user feedback and desire. It is far from the waterfall method where any significant change in the desire of the user or organization requires an almost ground up rework of many features, some that might not even be created or finished.**
* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.
  + **With my team (from the modules before module 6), we were very effective in relaying concerns to each other through email or through daily scrums. The Tester or Developer could easily just send an email to the Product Owner or Scrum Master asking them to refine their approach in something like a user story. If the Developer needed more “why” or needed a more refined user story, it was a very simple request on a team where transparency and interoperability triumph over hierarchy and bureaucracy.**
* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**.
  + **With my team (during module 6), as the Product Owner I used the Kanban-esque software to ensure as much transparency and communication with my team as possible. Having a nexus or hub of information that can be seen and modified by every member on the team allowed for very little ambiguity or misunderstanding as to what needed to be done or how it needed to be done. It also let everyone on the team see the progress and work of their fellow teammates, which gives them the ability to learn from, co-operate with, or constructively criticize their peers with very little misunderstanding.**
* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**.
  + **Describe the pros and cons that the Scrum-agile approach presented during the project.**
    - The pros of the Scrum-agile approach are mostly the flexibility, lack of fear of failure, interoperability, team cohesion, and interaction with the user and organization. This method allows for a very fluid line of development that can accept high amounts of uncertainty and change from outside of the team and have very little impact on the overall progress of the project. Additionally, the team having a high level of transparency keeps a high level of motivation and cohesion throughout the project, leaving very little room for overall team failure. The cons of Scrum-agile come down to personal responsibility and some difficulty with long-term planning. The flexibility and autonomy of the Scrum-agile approach depend greatly on the abilities of the individual and their desire to take full responsibility for their work in the project and the project as a whole. If one team member feels unable to criticize or be open about certain parts of the project, this could eventually lead to an overall slower development process in the end. Additionally, much of the planning in this method is short term in nature. Much of the organizational level planning is left out in favor of the development in sprints, and these sprints are left up to the development team themselves to determine what is prioritized. This, in some cases, and in early iterations of a team, can lead to some uncertainty and progress in the wrong direction.
  + **Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.**
    - In my opinion, Scrum-agile was the perfect approach for the SNHU Travel project. This project was composed of many small features and interruptions that led to an eventual completion of a much larger online system that the user desired. Given the changing nature of a travel website, and the many small features that may need to be added or removed as more research is done, having an extremely flexible team that can take user input and make drastic changes on the overall project in a span of weeks, the Scrum-agile approach was the only approach that would have worked. In a waterfall method, the user would have nearly no input halfway through the product, and feel extremely underwhelmed or disappointed with the final product they were given after their research indicated new trends and desire for their customers.