Final Retrospective

Ismael DeRocco

Southern New Hampshire University

In terms of technology fields, the Agile System is a great way to get work done efficiently and with less cost. By looking into each position of a scrum team, it was easy to see all the position help each other out and promote the power of teamwork. Each member of the team has specific roles to take place, but each person can still help each other out when needed.

Starting with the scrum master, essentially, they are the manager. A tool that the agile methodology uses is called scrum meetings. These are short meetings that happen every day to catch everyone up on the previous day’s work. This promotes communication and makes sure everyone knows what is happening with different parts of the project. The scrum master is the one that puts this all together by making the story points and refining the backlog. The master also sets a different type of meeting called the sprint review. This is not done daily, only done at the end of a sprint to discuss what was done has been done, in addition to the team demoing the progress that was done. The importance of the scrum master is also to be a mentor of sorts. He will allow his team to make mistakes, not to see them fail, but to help them learn from what was done wrong. This helps the team get experience and when a similar problem happens in the future, they will know how to deal with it.

The product owner is the face of the project. They do all the communication with the client, and then talks with the team about everything. There should only be one person really talking client about the project, this avoids confusion. He is also in charge of setting up the initial backlog, making sure the ordering is correct and everything needed is there. The product owner is always in contact with the stakeholders and with that they keep getting new info when the client wants a new feature or wants something changed. Since this is an agile system, with the right communication, adding or changing a feature is easy. That is really the main job of the product owner, all communication. They are the communication points between the team and the client.

Testers are a key member of the team, the person that sees the bugs and mistakes. They are part of the development team and will directly talk with them about things that they found in the demo. The tester generally talks to the development team, but also to the product owner. Since they are testing the product, they are looking for the things that the client wants, which they get the info from the team and the product owner. They will look at the user stories provided by the product owner and then things will be discussed when not enough details are given.

The testers are also developers. The development team is the ones doing the coding, so they are the ones designing and creating the product. The importance about the agile system that helps developers is getting rid of specialization. In the waterfall system, each developer would specialize in a certain task, which only slows down the products release time. With the agile system every team member is much more rounded and can take on any task that is assigned to them.

The agile methodology is all based on changes unlike how the waterfall methodology is based on specific time frames, and tasks that need to be done by a certain time with no chance for a change. The waterfall might work in certain lines of work, but with software development that is not the case. In coding, there should always be room for change. Not even just change but the ability to improve on what is being worked on. A client at any moment can change their mind and want things done differently. The market is ever changing, trends could be different, and the agile system allows for that flexibility. The foundation of agile methodology is based on communication and a cycle of work that allows for the product to be done faster. This is done by prioritizing the main features of the product first, then add as they go through each sprint. This allows at minimum the beta of the product to be completed at a faster rate.

If we look at what waterfall methodology is, it does not work to well with software engineering. Waterfall methodology is all based on deadlines. Instead of constant communication on changes, it sets all the tasks beforehand and the team is then assigned the tasks. There is no room for changes since with the deadlines, the whole product is completed and handed to the client and that it. There is no place on where the client can come in and change the specifications since the whole project was preplanned at the beginning. With how technology is ever changing, and with how trends and how software changes, the waterfall methodology just cannot work with software engineering.

There are different tools that the scrum team uses to get all their ideas organized. Before what was done was a board with sticky notes. The notes all contained a task and were organized by what is done and needs to be done. These are moved around and added during the scrum meets by the development team so show who is working on each project. With the evolution of the internet, these boards were moved from the physical board on a cloud-based internet one. This allowed for instant access to the takes from anywhere in the world if the internet can be accessed. An example of a software is Azure Boards. This does the same thing as the board, but now the team can be able to access it with just a simple program. This makes it easier on the team since now if someone is working from home or out sick, they can still see the new tasks and be in the loop, promoting more communication between the entire team.

Communication is the drive of the agile methodology. The team for the product is not too large so everyone is able to talk to every member when needed. With all their tools provided to them, and the scrum meetings communication is just the standard in agile. Since there is so much communication within the team and with the client, any interruption can easily be handled with. Since things are done in sprints, the interruption can be converted into a task, and as early as the next day, the fix could start being taken care of.

The way an agile system works is that everything is done in sprints. They are not deadlines like in the waterfall methodology, but a sort of check point. A sprint should never be longer than a month, but with that said, it should be long enough to at least take down one story point or user story. During the sprint, there are tasks that needed to be completed and by the end of each sprint, there should be a working demo with working features done. These demo betas will be shown to the product owner and the client, and then changes and additions will be discussed, and a new sprint will be started with the new tasks.

If we look at the coding projects within this course, it gave the example of what the client and product owner said wanted to be changed. The task was given and then the code was redone to make what the client then wanted. This is exactly what would be happening in a real-world scenario. Coding should not be set in stone. There is always room for change and like with any business the customer is always right.