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SNHU

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Retrospective

The success of the SNHH Travel project was dependent on the varying roles of the agile team. For instance, when it came to getting the project started off on the right foot the project owner played a vital part in ensuring that the product would stick close to the product vision that they created after communicating with the customer on what requirements they had for the finished product. This information was then used to create user stories that would then be used throughout the production process. The product owner also assisted with managing the product backlog and communicating any requirements or changes to requirements based on information provided by the customer. When it came to keeping to a timeline that would ensure success in product completion the scrum master was able to assist by removing any obstacles that would slow down development and addressing any confusion or suggestions during team meetings.

When it came to the type of communication needed to ensure that production would continue to flow effectively. The tester, who’s role is to test the product to ensure it is meeting requirements and also communicating with team members when there are any suggestions for the product, was able to address concerns they had in an email sent to the product owner.

**Sample email**

To: Christy

Subject: User Story Clarifications

Deary Christy,

After reviewing the user stories, I am needing to clarify a few things to ensure so that the test cases are fulfilling what the user wants with each feature.

**Test case #1**

* Should the personalized list be listed in a certain order, by price or maybe popularity?
* Should the user be able to remove suggestions from the list to reveal new suggestions in real time?

**Test case #3**

* Should the user be able to set a percentage range on the deals they receive, for instance only show deals that are 40% off and above.
* Should the user be shown how much they saved on their purchase? And be shown similar deals automatically in the future?

R/S

Jeff

Another team member who showed a great use of the communication tactics that are needed to make sure the production goes smoothly was the Developer. The developer’s role in the agile team is to is to assist in the development process using user stories provided by the product owner.

**Sample email**

Dear Product Owner and Tester

To move forward with development of this client’s product, I’m needing to be updated on recent changes or requests made by the client. Product owner, if you could keep me up to date on any changes to the product vision as they occur, this will allow me to build a product that is as close as possible to the client’s vision. Tester, if you could develop tests that are as thorough as possible, this will ensure that the user will have the desired result when using this product. With this effective communication, together we will create a product that achieves the client’s vision and creates an enjoyable user experience.

Respectful sent,

Jeff Gardner, Developer

This type of effective communication was able to assist in alleviating any questions that arose during the production process. For instance, when it came to the change requested by customer to have the website having the ability to scroll from side to side instead of from the top down. Effective communication from the product owner to the rest of the development team helped ensure that the finished product would still be as close to the product vision as possible. This meant that the user stories had to be updated and the rest of the team made of aware of how this request would affect development process.

In conclusion the Scrum-agile approach was effective in creating a finished product. The communication between team members was effective in keeping everyone updated on not only changes to the product, but also the progress that was made by each team member. I feel that the Scrum-agile approach was a good fit for the development of the SNHU Travel project, the scrum meetings and open communication between members was extremely effective in maintaining steady progress towards the completion of the product. The only cons that I could of foreseen when it came to development while using this method would be if a team member was missing during a part of production.