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CS250

Sprint Review and Retrospective

1. **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.**

During my time in this course, I learned about the various roles of different members of a successful SCRUM team. The team was in the middle of transitioning from a waterfall to an agile approach to create the SNHU Travel Project. This team consists of a SCRUM Master, a Product Owner, Testers, and Developers. In this first section, I will show how the various roles of the team members contributed to the success of the project.

**Product Owner**

The Product Owner is the main direct link between the client and the rest of the Development Team. Their job can consist of stating the requirements of how the project would be implemented, and can go beyond basic project management. They must also create and prioritize User Stories to add to the Product Backlog. These User Stories would be a driving factor in the production and development of the program.

**SCRUM Master**

The SCRUM Master is the main figurehead of communication between the development team and the other members of the project. They also can help support the Product Owner with Backlog creation and maintenance. They create sprint planning sessions, and make sure all team members are on the same page. Additionally, they can be a go-between of team members who might not be on the same page, or have an issue.

**Developer**

The developer is the main driving force of the SCRUM team, and is very rarely limited to just one. Normally, there is a team of developers working on different aspects of the project at the same time. It is imperative that the developers constantly have an open line of communication, and know the wishes of the SCRUM master, Product Owner, and the backlog. They develop the program to the best of their abilities, and rely on the Product Owner to help with client specifications.

**Tester**

Much like the developer, the tester is rarely limited to a single team member. Normally, there are about half as many testers as there are developers, within a margin of error. This is to help the developers find problems in their code, and work out possible ergonomic problems. The agile approach states to test frequently, to prevent a catastrophic error going uncaught and wasting many man hours later in the production.

1. **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.**

The SCRUM-agile approach helps with the functionality of a program. This approach lets a development team break down tasks into smaller problems that can be handled one by one. This helps majorly not only in employee satisfaction and health, but also with the overall completion rate of the project. The SHNU Travel Project collected requirements and input from users to help test and further the development of the project. These were called User Stories, and were to the point, but descriptive enough for development to be done off of them. With the SCRUM-agile approach, it lets the Project Manager rank the User Stories in order of importance, creating a user based backlog which would help with development.

1. **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.**

The SCRUM-agile approach helps support project completion in a much easier and streamlined process. While the waterfall approach states that all testing should be done at the end of the development cycle, the agile approach calls for frequent program testing and SCRUM meetings that reflect this. During these meetings, problems can be addressed, and sprints can be planned to fix these problems instead of leaving them all until the end of the development cycle.

1. **Demonstrate your ability to communicate effectively with your team by providing samples of your communication.**

Here is an email communication example of a SCRUM-Agile approach.

To: Doug

Subject: Requested Direction

Doug,

Hey Doug, I had a couple of questions about the new slideshow. Would the client prefer a black text with white background for maximum readability, or a more colorful palate? I’ve added how both of them would look in the attachment below. Thanks in advance

-Jordan

To: Jordan

Subject: Re: Requested Direction

Jordan,

I just opened a channel with the customer, and they would prefer a cleaner black text with white background. They said the color can be added in other places that don't have the chance of sacrificing readability. Good luck with development

-Doug

1. **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.**

There are a multitude of tools that are available that can help a Scrum-agile team be successful. My personal favorite tool for teams is the Google Docs adjacent software. Google Docs lets a user create a text document for any purpose, while another user can simultaneously edit it. This lets a team create a document for review with the input of multiple different people, without the need to waste time in a complex email pipeline. Google Spreadsheets is similar, but adds extra functionality. This software can let one individual create different Excel equations for pricing or product views, while the other inputs the raw data. Google Slides is similar, but provides Powerpoint functionality as well.

1. **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

I believe that the SCRUM-agile approach has many and varied benefits, with very few drawbacks. This project was harder to predict for the development team, and an agile approach allows for much more flexibility in the project without risking going off track. This also allows more varied and influential user input, allowing developers and testers more time to create a user friendly product. In conclusion, Agile is a wonderful approach for product development, and waterfall is vastly overshadowed by agile in my opinion.