Sprint and Review Retrospective

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A Scrum Team in general is comprised of 4 parts: The Product Owner, The Scrum Master, The Developer, and The Tester. Throughout this project I have taken the role of each position. The product owner can be viewed as the “CEO” of the project. He is the direct line of contact from the client and board to the Scrum Team. During this assignment when I took the role of product owner, I was tasked with receiving requirements from our client SNHU Travel. I was also tasked with displaying to the board of Chads Tech how I planned on completing this project. I was in direct contact with the client to ensure their needs where met, and I was able to obtain alterations which in this project consisted of changing the top vacation destinations to Detox/Wellness destinations. Due to our agile process the alterations were able to be accommodated without scrapping the already completed or in progress work. I engaged in face to face interviews with the client and maintained email contact with them to update them with the project.

The role of the Scrum Master was to facilitate the development and testing of the project. The scrum master was in constant contact with the product owner to ensure the project was on track. This open line of communication also allowed for the alterations to be made to the project which were stated above. It also allowed for color and image alterations to be made to meet the customers needs. A Gantt Chart was utilized to show the flow of work which was supplied to the product owner who in turn could display the projects progress to the client and stakeholders.

The developer and tester phase I partook in were the most straightforward phases in the project. When an issue was encountered contact was made with the Scrum Master who in turn made contact with the product owner to ensure the project kept moving forward. In this project the testers were also utilized as developers by correcting minor issues they encountered while testing the developed code.

By utilizing agile method and maintain an open line of communication it was very easy to amend the project as it was in motion. It allowed us to easily accommodate the needs of our customer by altering our project even with something as minute as the color of the font. Azure was the chosen program I utilized to follow this project which displayed a friendly interface to track the sprints in the agile project. The agile project is comprised of the above sprint which are short spurts of work which end with small amounts of completed code. They are general shorter than a month and consist of well documented functional code that has been tested. Azure allows the Scrum Master to track the progress of the sprints and see where each of his developers or testers is at with the assigned task. It also allows them to review the completed work and supply the product owner with updates.

With this open line of communication, it allowed the product owner and scrum master to implement changes supplied by the user stories. As stated above the already in progress project was easily amended to account for major changes the were requested in the user stories without having to scrap the complete project. It also provided the manpower to effectively review the user stories while the project continued to move forward.

A good example of communication was in our general discussion in which I was a tester. I was able to openly ask the other tester if they desired to work on correcting issues that were found in the test phase or if they preferred, I work on the remedies. Emails were also utilized along with daily scrums. Scrums are a form of meeting in which the team gathers and is able to voice their concerns or recommendations. It is an imperative part of the open communication format that the agile process is a part of. Emails between the Scrum Team, Product Owner, and Client were also utilized. For instance, when completing the initial project it did not specify any specific locations that the client wanted to showcase so an email was forwarded up the ladder. This is commonplace in the agile process and can easily be addressed when an open line of communication is kept.

The major pros to an agile process are its adaptability. It is extremely easy to change directions of a project, and all levels of workers are the same page. With that said the older practices of the waterfall process does allow the workflow to be completed extremely fluently and to the direct initial specifications of the client. I know in some government contracting companies they have coined the term “agile waterfall” for their process. They are supposed to be adaptable but are set to a strict guideline to complete the project. This is due to a number of factors including funding, program specifications, project requirements etc. They still hold daily scrums, but almost no concerns are taken into account because of the strict guidelines from the government and the need for the project to work with legacy machines.

The scrum-agile method was extremely helpful in this project. It allowed for the project to easily change when the customer’s needs changed. Which in this project seemed to be weekly. We more than likely could have used a more informed product owner that was able to get better specifications from the client initially, but in the end the agile process facilitated for the shortcomings of information in the initial phases of requirements gathering.