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Sprint Review and Retrospective

All roles on an agile team are important and each role serves its own purpose. This was made clear throughout, as each role had its own things to add to the project. For example, the roles of both developer and product owner were proven to be important when the customer required a change to the product midway through. The product owner had to reprioritize the backlog to get these changes done and the development team had to change the software to meet these requirements. This was all implemented quite successfully. The testing team also had an impact by writing test cases so it can be clear if a piece of software has passed or failed its testing phase.

The test cases developed by the testers were to make sure the software met functionality requirements set forward by the customer. This role was incredibly important as it allowed for the developers to adjust based on what the required functionality was meant to be. The role of scrum master was also very important as the scrum master holds all team members to the terms of the team charter, as well as being a mentor/coach to the entire team. Other stakeholders in the project such as the SNHU Travel team also held an important role as they had to make sure to effectively communicate their wants and needs to the scrum team in order to get their product completed the way they had desired.

The agile approach to development helped significantly in getting user stories completed. For example, User Story ID#2 (Personalized destination list). Based on the agile method, this user story would take up a greater amount of time as it is labelled as a ‘large’ user story size. This allows the product owner to place it as a higher priority in the backlog and allocate more time to it so it can be completed properly. This is a theme throughout agile methodology. Agile allows for teams to adjust based on the needs of their team and their customer without derailing the entire project.

The scrum-agile method of software development was highly effective in completing this project. This methodology allowed for a flexible development cycle, where changes could be implemented smoothly and communication among team members was prioritized. Had a development cycle using the waterfall method been used, some of the challenges presented during the process would have been much more difficult to overcome. Changes of direction are almost unavoidable in software development, so it is a very good idea to make sure things are set up so that a change of direction will not ruin the great work of the team. Agile methodology acts as a sort of built-in fail-safe where no matter what happens, a functioning piece of software is produced.

Communication is one of the central ideas of agile. A team will communicate pretty much everything about the project with one another so that everyone is on the same page. In the SNHU Travel website project, good communication was practiced among a group when the group was asked to agree on things to include in the life of the project. This could have been testing methods, organizational tools, or really anything that group members thought would have been beneficial to the development cycle. Communication is huge in agile, and I truly believe that a project cannot be successful without good communication amongst the team.

Organizational tools were huge in successfully completing this project with an agile approach. Test cases had to be developed which were organized into an easy to follow Excel document. The product backlog was organized in a similar manner. One thing that was talked about in group discussion that would have been a huge asset would have been a scrum board to organize every piece of information on the project for everyone involved to see. This is huge as it allows everyone to know where the project stands, as well as hold everyone accountable for their own work.

I believe that agile methodology was the best approach to the SNHU Travel development project. Agile has both its pros and cons, but in the end, it makes projects such as this much easier to undertake. Pros of this methodology include good communication among a team, easy recovery from setbacks, and easy to follow instructions on how to achieve an end result. In contrast, I think this level of communication can also be a downside, as sometimes things cannot be communicated effectively to every member of a team and it can be hard to get individual work done when sharing it with everyone. Agile also has a downfall in that a project could end up looking completely different than it was intended as each sprint always produces something, even if it is something that was not desired.