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Final Project: Retrospective

The various roles in the scrum-agile team consists of the scrum master, product owner, developer, designer, and tester. These are the roles in the scrum-agile team that is responsible for the product development. The scrum master is responsible for guiding the development team throughout the daily meetings and helps everyone to understand their role. The scrum master works closely with the product owner to determine the next steps for the team. The product owner essentially represents the face of the team as you are responsible for understanding the requirements for the project. You are in constant contact with the client and therefore are responsible for understanding the requirements given by the client. You will gather the information and content necessary for the development of the project and any user stories that can help your team to determine what are the priorities and deadlines. The developers, designers, and testers are part of the development team and should consist of 10 or fewer people, according to the scrum guide. This team is responsible for the development and testing of the product. As a developer and designer, your role is to develop the necessary requirements for this project. In the case of the SNHU Travel Website, the developer and designer is responsible for creating the functionalities of the website such as the search or filter options for travel destinations and any design implementations such as layout of website. Next is the tester role, which is responsible for testing the product and working closely with the development team to determine what needs improvement.

A scrum-agile approach to the SDLC helped each of the user stories to come into completion because of how the roles in the scrum team is designed and its continuous improvement approach. The product owner keeps in contact with the clients and develops the initial requirements and user stories for the project. The scrum master then assembles the team based on these project requirements. The user stories are then presented to the team and the priorities and deadlines are set for them to meet requirements with the client. In this case with the SNHU Travel Website, the product owner communicates with the clients and the user stories as to what they look for in this project are then brainstormed and then set with priorities. The scrum master works with the team to give them the information to the user stories and then development and test cases were created for these user stories. This approach is flexible and allows the team to make necessary changes with the shifts in project requirement because the client’s requirements and user stories can change but the team can adapt to its changes because it works with completing a certain task of a project and not the entirety of it and then tests it after completion.

The scrum-agile approach supported project completion when the project shifted its direction because of its continuous improvement approach and the role that is the product owner and scum master. This design allows the development team to adjust to changes in requirements. For the SNHU Travel Site, the product owner and scrum master communicated closely and determined the user stories and requirements for the project. This allowed the team to set their goals for accomplishing these requirements. However, as the product shifted its goals and now is a site for Detox/Wellness Travels, the team was still able to adjust to this change because of its approach with development such as daily scrum meetings and working to complete project requirements and each user stories and not approach the completion of the project as a whole right from the get-go. Most of the development was done already to establish the site and details like filtering of travel destinations. With the changes to the website that is now a Detox/Wellness Travels, we were still able to use our entire project but just shifted its focus to a Detox/Wellness Travel site. In this scrum-agile development approach, the team can adjust to changes.

Throughout the entire project beginning with the initial user stories and completion of the project which is a Detox/Wellness site, I was able to communicate effectively with the team and therefore understood the project requirements moving forward and any shifts in direction. Firstly, I was able to create test cases for the user stories and emailed my peers and contributors to this project for opinions as to what the best approach would be. Therefore, I was able to get the site and its priority for a top five destinations met. However, there was a shift in direction for this project. Instead of being a SNHU Travel Site consisting of different vacation packages and travel destinations, it will now consist of Detox/Wellness travel destinations and packages. With this shift in direction, it is easy to adjust to this change as I have already built out the initial user stories that still align with the goals of the new requirements. A slight change in travel destination offerings and changing the site from a travel site to a Detox/Wellness travel site are the changes I made. This is all possible because of effective communication with my team to determine the best approach and any changes moving forward.

The organizational tools like Excel for user stories and priorities helped in aiding the completion of the project. The scrum-agile principles that consist of team collaboration and continuous improvement aided in the completion of this project. The team was able to effectively communicate all project requirements and changes and allowed the developers to develop test cases that are flexible to any shifts in project direction or requirements. The scrum events such as communication with the client played a huge role as we were able to adjust to the changes and quickly develop test cases for the new changes in the project.

The scrum-agile approach for the SNHU Travel project was very effective. Firstly, its pros are that the team was able to adjust to any changes because the different roles such as the product owner and scrum master helped to determine project requirements and priorities. The team was also able to approach the project in the completion of deliverables because the user stories provided the test cases to develop and priorities to set. The cons are that since the project is communicated from client and then lastly to developer, we had no idea that the project will be shifting to a Detox/Wellness site. Some of these user stories are already built out and therefore we had to adjust. However, an advantage of the agile approach is that we focus on completing project deliverables. In this case, since we built out the five destinations deliverables already, we can just update this to having Detox/Wellness destinations only. This allows us to continuously improve on the project. I believe the scrum-agile approach was the best approach for the SNHU Travel development project. It helped to develop effective communication from client to developer and allowed the developers to complete the test cases. With the project shifting in its approach to a Detox/Wellness site instead, the scum-agile approach is even more suited to these types of changes.