Review and Retrospective

During this course I took on a specific role of an Agile Team Member every week to understand their duties and how they contributed to the progression and success of a project. It first began with me analyzing a video depicting a daily scrum, and in it I saw how the Scrum Master led the conversation while guiding others to converse and participate. I also noticed how crucial team attendance is and that everyone works best when they are each on the same page with the same information. Overall, I saw what it looked like to see a Scrum Master that facilities communication, and good agile methods, and answers questions while also mitigating conflict.

Next, I explored the role of the Product Owner and Tester. And these two modules really put into perspective for me the necessity of collaboration between members of different roles. As a Product Owner I began by creating the user stories derived from the request of the client. And here I came to understand how without a Product owner that can effectively communicate the wishes of a client, one can end with a lot of miscommunications and unfulfilled desires. Once coming to a clear understanding of what the client wanted and portraying that through user stories the role of a Tester ensured that their test cases fulfilled all of what was detailed and outlined in the Product Owners user stories. Lastly was the developer role which I found easiest to follow for obvious reasons. But something I really hadn’t encountered in my curriculum thus far was the going back to edit code to conform to the request of the customer. As it usually would go for my past projects is we have a prompt, a problem and the features needed to fix said problem and that is what I am expected to create end-of-story. Whereas here I went back 2-3 times changing user stories, test cases, and programs which demonstrated to me the necessity of a team with an appropriate number of members, though this was a much smaller project having to alter all of these can become disorganized if not properly managed.

In using the Scrum Agile approach, I came to love the constant communication that was present. It was refreshing to see what the client thought regularly about the progress that was made rather than guessing and hoping that they liked most of it all the way at the end. It also allowed for clarity, I don’t have to guess what a client meant by this ambiguous feature when I can approach them get clarity and effectively communicate this new change/feature to the rest of the team with the use of a user story.

Scrum Agile is meant to be flexible, it is designed to benefit the unknown and unexpected. So, when new details were added and clarified it really flowed into what was already existing. For example, when the SNHU Travel project went in the direction of “Wellness Trips”, it all came down to researching new locations to put in place of the previously selected ones, in terms of the role of the developer. It was also discussed how certain things would have to be re-organized in terms of prioritization, which is also another aspect of Scrum Agile that made interruptions and changes much smoother to handle and adapt to.

When initiating communication via email to my team I wanted to first establish a common ground understanding. I wanted to make sure that before we began that we were all on the same page of the same book. So, I started there first, and then I introduced my ideas and suggestions, but I did so in a way that members did not have to feel obligated to agree, I wanted to create an open floor for discussion. Which I did lastly by encouraging questions/criticism of my suggestions and new ideas and possibility.

I believe that agile is so amazing because it includes so many practices that can be mashed together to work for nearly any unique situation. Whereas I feel that for the nature of the SNHU Travel project and how it came out in the end could not have been such a success following a more rigid waterfall methodology. I think the practices and tools of daily scrums, powwow scrums, user stories, test cases, rolling-wave planning and iterative developments are all things I may have not been able to use but have come to learn about and would love to suggest with an Agile Scrum team one day.

Sources

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