SNHU Travel Project: Sprint Retrospective

Michael Henderson

SNHU

CS 250: Software Development Lifecycle

18 August 2024

**Product Owner:**

Applying different roles throughout this course greatly contributed to the success of the project. Taking on the role of the product owner gave me the chance to prioritize tasks that I needed to complete throughout the term. Taking on this role also allowed me to work with the clients in the project to better understand their expectations and pass them on to the team in an easy-to-understand way. Additionally, product owners are responsible for the product backlog, which I had the chance to build, making it easier for the team to complete. Being the product owner allowed me to gather feedback and define requirements for the team to develop.

**Scrum Master**

When assuming the Scrum Master role I was able to further help create the product backlog by working / coaching the team and facilitating scrum events such as the daily scrum meetings. During the sprint planning I was able to break down our complex task into easy to manage user stories, and ensured the team kept up with scrum principles. I also served as the mediator between the team and the product owner to ensure prioritization happened when it needed to, and that the team didn’t take on too much work than needed.

**Developer/Tester**

Being part of the development team gave me the chance to complete user stories and identify issues with the code. This allowed me to provide continuous feedback to the team for them to continuously improve user stories and test cases. I also had the freedom to use what images and font when creating the travel slides. Ultimately being the tester and developer I was able to help refine the project ultimately getting it to the final product.

**Completing User Stories and Handling Interuptions**

The Scrum-Agile approach is designed to help the team handle changes whether they be short notice or later. The Scrum-Agile approach is very flexible allowing for continuous backlog prioritization and updates. Having an iterative framework, we were able to reassess our backlog prioritization during the sprint review and re-adapted to meet the clients’ needs. The daily stand ups also assisted in addressing this problem when the client wanted to update their top 5 list mid sprint, minimizing the effects to the project timeline. This method also allows for dividing work into sprints making the work incremental. This allows for changes and reviews every week. During these weekly reviews the team can get feedback and adjust as necessary. They are also able to voice any concerns they may have which they then can get the help needed or any concerns for the client can be brought forth, ultimately mitigating any slowdowns and interruptions in the process.

**Communication**

Communication is key in any project, and especially the Scrum-Agile approach. An example of communication pulled from discussion 6, in our group projects is as follows, “Daily stand ups are vital for maintaining transparency and keeping the teams goals aligned. This helps foster a collaborative team and promote continuous growth, weather that is project or team based. Since the team will just be starting agile, from previously doing waterfall, have you thought of how we can effectively communicate the purpose and benefits of daily stand-up meetings. Knowing the purpose for doing these things might provide the team with the proper understanding and drive they need to adjust to the new changes.”, this communication was direct and got the point across. It was effective because it asked a question that prodded a response, and was open ended. It allowed me to give thought to the person asking the question to spell out my response, and it allowed the person I am asking the question to, to critically think, and provide ways to avoid ineffective communication.

**Organizational Tools**

Sprint retrospective and Jira are both tools great for organization. Jira is good for tracking user stories, tasks and bugs. This was my choice of an organizational tool great for use during this course. I chose this because it allows customers to provide feedback, backlog management and sprint boards, all of which are vital to maintaining a well driven Scrum-Agile project. It also provides transparency by allowing the team to track progress, and others to see that progress. The sprint retrospective is a good tool to implement important feedback after the project is completed to figure out lessons learned.

**Evaluating the Agile Process**

The Scrum-Agile process is beneficial, but does have some cons. It allowed the flexibility to allow changes to happen and provided the resources to have incremental completion of the project. These helped avoid building a project in full, then having to go back and redo it later. The incremental approach allows problems to be fixed on the spot, sooner than later, avoiding potential costly mistakes. Having to fix a problem later could cost time and money because when the project is completed, the issue might be harder to track down. While this is beneficial, allowing the client to make last minute changes is a con because it does affect the workload, and resources needed to complete the project. While it did cost extra time for the team to allocate resources to adjusting for the clients change, in the end the Agile method worked better than the waterfall method due to the iterative and flexible nature of Agile.