**Final Project Retrospective**

**I. Discuss your experiences in the different roles you took on throughout the course**

**A.** During this course I played different roles, which included the product owner, tester, developer, scrum master. In the product owner role I met with the company to find out what they wanted for their project to entail. This is really the first steps in gaining insight into a project. As the tester, I developed test cases that would refine our project and push us through to refining our current project. As the developer I put things into action, developing code to follow the guidelines set by the project and as the scrum master I facilitated the team communication and kept project moving forward. I most enjoyed the role of the product owner. I like being a sort of liaison between customer and the team, figuring out what the customer wants and keeping in constant communication with my team.

**B.**  These roles would have been different in a waterfall environment because in waterfall the project is already planned out before it starts, and there is no change. Agile methodology offers a high level of adaptability to change and I believe that is where we succeeded in this project because when a change arose we were able to change. In waterfall it is very by the book, with strict deadlines and strict scope.

**C.** If I were going to have to decide between agile or waterfall it really seems like agile would be the winner hands down but in making my decision I would consider scope of project, timeline, the size of the company we were working with and who the team members would be.

**D**. The tools that really helped me be successful were using spreadsheets to complete the assignments. Charts were a great help and knowing what I needed to complete each week or “mini sprint” was really helpful. I also thought that the backlog was very helpful as well because it gave an overview of what the goal was for the project. As always I have to say time management will always be a fantastic tool.

**E**. 

Here is a sample of my product backlog. I really chose this as my form of communication because it is a breakdown of the size and priority of the tasks that we needed to complete for this project. It showcases what we want to do and the goal or outcome from performing a specific task. This backlog communicates to my team what we need to be focusing on first and the scope of each item.

**II.**

**Discuss the phases of the software design life cycle in relation to completing your project.**

1. For our project in this course we used agile methodology. Each of the things we prepared were valuable to the process of completing our project. For example the agile project charter was there to help the team get a grasp on what the mission was for the project and who was in each role and an estimation of our project completion. This was really the kick off to our project. The Daily Standup agenda is in place to help keep our team on track as we continue to do our specific roles and make progress updates. We articulated user stories to help us get a better grasp of the specific features we wanted to show case in our project; We also did our test cases to see what we need to test and what is functioning properly. All of these steps are so important as each thing needs the other to complete the project.
2. The agile process helped each of the user stories come to completion because the process of agile is so adaptable to change. That is really the beauty in agile is that with each user story we were able to set what our acceptance criteria would be for each of the elements we wanted to put in our project and what the size of each story would be.
3. During our project we did have a change to the criteria, which can be difficult but, our team was able to change accordingly because of the agile process. We kept our same time line (but was subject for change) but we were able to pinpoint which areas needed change and get to work on them immediately.
4. One of the best ways to create transparency and openness is to have a burn-down chart. These are a great way to have the team visualize where everyone is at with progress on the teams project. I also really liked having the big board in the daily stand-up meetings to show what is needed to do, what is in progress and what is completed. They could also use time sheets to track time taken to complete sprints. I think these tools will be helpful because it will keep the team on track and give them a visual representation of what they’ve done what they need to do. It can even be a great motivational tool as well! The time sheets can help improve the next projected time to complete the next sprint. In relation with the scrum ceremonies are an instrumental tool in helping us refine our project and plan for the next sprint. In relation of the tools and the scrum ceremonies is a great way to look at your project during the sprint and then the scrum ceremony to reflect on the sprint and see which of the tools worked well and which of them we need to change or make changes too.
5. To: Brian (tester)

Hello Brian,

I need your updated test cases so my development team can proceed with the changes needed for the process. Can you walk me through your process for changing your test cases? What test cases have been run? Which parts of the application have not been tested? When are you meeting with the development team to collaborate and get your new tests under way?

Thanks,

Mikayla “

Here was a sample of my communication to Brian our tester. I think of an agile team as a puzzle. Each piece are the various members, the product owner, tester, developer, etc. To complete the puzzle has to have work from each person. Which in turn would complete the puzzle or “project”. My communication proves that there is constant communication between the members of the team members. Each update from Brian helps the project move forward. Or any member of the team, when they complete an assigned task it moves the project forward.

**III.**

**Discuss how your experiences completing this project have influenced your future in the computer science industry:**

1. The professional role I saw myself in prior to this class was most likely that of the developer or the product tester. I also thought about roles that would involve database management as well.
2. My interests have actually changed. I have found myself leaning towards the product owner/ and liaison between the team and the stake holders. This class really did show me that there are multiple roles in the SDLC and I can be a part of the team without being an experienced developer. I actually did experience this a little bit in an internship that I just finished and I liked the communication and liaison part of the job, I found that I was good at it, and I felt comfortable in the role.
3. I would like to gain more experience with the agile project development tools because I like the idea of “mapping” a project with the burn down charts. I like the idea of the burn down chart because it is like a count down or a list you get to cross of when you complete a part of the project, for me that is almost therapeutic. I also want to try out using other tools like some of the time tracking and if I am in a group any time soon I really want to try the stand-up meetings.
4. Here is a sample of my communication:

“Email:

To: Christy (Product Owner)

Hello Christy,

I am trying to get the development team ready to make the changes. Can you fill me in on the user stories and the acceptance criteria for the test cases? Have the user stories been updated to reflect all the changes to be made?

Thanks,

Mikayla”

I think these emails show that I am good in communication and ask the right questions, it helps keep my team on track of what they need to be doing and where they are at with their projects.

1. My professional goals moving forward would be to get into some project management and not so much on the development side. I would love to have my own team in the future. I have completed an internship already but I would like to do an additional internship before my school work is completed.