Sprint Review and Retrospective

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There are multiple different positions when it comes to a scrum team, this includes the Product Owner, the Scrum Master, the Developers, and the Testers. The product owner talks with the clients or the users of the system and creates a backlog of the type of work that is needed on the project. They’re very useful in the project as they determine what features are most important to the client, when working on the project as the product owner it was great to speak with the clients and get multiple inputs as it was helpful in determining which features are ideal. The scrum master is the organizer of the teams and they act like a manager and as the team gets more experience, then the scrum master can act more like a facilitator. The scrum master is great for a project as they are the organizers of the daily scrums and the sprint planning. The scrum master was very helpful in the travel project as they were able to facilitate the team when changes came about and they also where helpful to answering questions that come from the developer. The developer is the person who creates the product for the clients, they work on the project and they take on the responsibility of the backlog task. The developer position was ideal for the team because they created the project for the client such as the Top 5 Vacation spots and they were able to put the client’s ideas to fruition. The tester is responsible for testing the developer’s product, they make sure that the features the developer is creating works. A tester helps immensely for the team as they make sure that the product works but when it comes to the Travel Project they were helpful in identify other items that didn’t work as well such as the color for the text was too dark and it couldn’t be read as well so the tester suggested changing the color of the background text.

In a scrum-agile approach the product owners are working closely with the clients and they can get more detail and a better priority from the client. In the Travel project when one of the users was explaining what they wanted another user was able to agree and then add more information as well, this allows the product owner to identify that having that feature was a high priority. The other thing the product owner was able to do was ask follow up questions about what the users wanted, when it came to Top 5 Vacations spots the product owner can ask if they wanted vacations that related to their past experiences or vacations are considered the most popular overall. This leads to a very detailed user stories that help the developers create exactly what the client wants. These types of questions cannot typically be asked if a traditional waterfall approach and the developers would just have to guess what the best options are.

A big benefit to the agile approach is the ability to add change into the project and not slow down the progress of the project. When developing the Top 5 Vacations the client got new information about the type of vacations their users like, being restful and detox. In a traditional approach this is a major setback but with the agile approach the developer can shift focus and deliver what the client has asked. This is a great feature of an agile approach which allows the development of the project not to be delayed by changes that come into a project.

Communication is crucial element for projects no matter the type of methodology. When it comes to agile it is extremely important as it is used every day when it comes to the daily scrums. When working together as a group I thought our communication was efficient, we each talked about our role in the project and they we also made sure to say what we need to do when it comes to our project. I thought it was very effective as well to ask what we expect from each of our team members and what we needed from them. This is a great way to start a project and if we continued to daily scrums then each team member would be able to identify what they are working on and what they plan to work on next.

For the agile team having some organization is key to a successful project. The agile method has many different types of organizational tools that are used. For the daily scrums there is a azure board or an online board similar to that which shows the progress of each task and who is working on each task. Another type of organization is the backlog with the user stories which is ideal for identifying which features are most important to the user. For the Travel Project I spent a large amount of time determining which features are most important when creating the user stories and the backlog, even after development I had to readjust my user stories when hearing from the client again. The backlog helped the developer as they were able to focus on elements that the client wanted the most, without this organization they may work on task that were not as important to the client at all and miss out on the important features.

With different approaches there is always positives and negatives to each, and it can determine which approach is used for different projects. Some of the benefits with the scrum-agile approach is the ability to adapt to a change in the project such as changing or adding a feature. Another benefit of the agile approach is the quick turn around on task, because the usual scrum event takes a few weeks this allows the team to develop a product and have the team test it as well. This makes the testing a priority in the agile approach, instead of waiting till the very end to test the product they can test early and often usually leading to a better more complete product. With many of the positives it often seems that the agile approach does not have any negatives but like every method there is some negatives to the agile approach. When it comes to the agile approach there is not always a precise schedule for completion. To determine a schedule the team usually bases it of past scrum events and uses that as a comparable base line but with a new project they can’t always determine a schedule which makes it seem not as reliable. When you consider the changes that could occur a schedule is hard to determine, and even though they are more adaptable than a waterfall approach they can’t always determine a schedule. Another negativity about the agile approach is that it requires a high level of communication and in certain scenarios that might not always be possible. When many people are working remotely, they are less often to meet and communicate effectively, and the team typically meets everyday with the daily scrums where communication is vital to determine who is working on each task and their concerns or questions.

For the Travel Project we are developing I believe the agile approach is the right method for this type of project. With the Travel Project we have already seen a change to the what the client wants in their project and we were able to successfully implement this change as well. The testers were also able to check features in the system and determine what works well and what doesn’t. This type of approach is great for the Travel Project and will produce a product quickly and exactly what the client wants.