Roy Romero

June 19, 2022

CS-250

Final Project

**Retrospective**

The success of SNHU Travel is due to the amazing team we have developed here. Everyone had their role to play, and I couldn’t have completed this project without them. The multiple roles we have on our team are the Scrum Master, Product Owner, and the rest of our agile developers. Our Product Owner did great with communicating with our client, watching over the rest of the team, updating us on feedback the client gives us and re-organizes the project accordingly. Our Product Owner really connected with the user stories we received and brought those ideas to the team. When one particular user wanted a top five destination list based on their history our Product Owner spearheaded that idea into the final release. We received an email from that specific user a few weeks later thanking us for listening. Next, we have our hardworking Scrum Master who oversees our agile team. The Scrum master manages our agile team, collects data from our developers, communicates with the Product Owner to plan any changes to the project, diffuses any situations between team members and organizes our scrum events like the daily scrum and sprint review to name a few.

Lastly, we have our sensational team of developers, our developers make up the bulk of our agile team. The development team has multiple objectives they must accomplish, all those objectives come together to develop our project. First objective already mentioned is that they develop the project, they are the creators. The second objective is to run tests on the project to make sure everything is running smoothly. The third objective is handling any backlogged items, obviously there are going to be instances where some work gets prioritized compared to the rest. The backlog of work is considered “the rest” so it’s up to our developers working on the backlog to get it done. A Scrum-agile approach to the SDLC helped each of the user stories come to completion since agile methodology is flexible. We were able to intake all this user feedback and their wants then turn it into something we could instill into our project. We took user stories then a week later we were implementing those same features in our project.

A Scrum-agile approach supported project completion when the project was interrupted and changed direction because we were able to push some of the work into a backlog while we prioritized the change of direction in our project. Then when the features that were necessary to change, directions were applied to the project, we can start focusing back on the backlogged items. Communication is the most important aspect of any team and here its no different. The communication we have as a team contributes to our success. Our scrum events like daily scrum and sprint reviews give each member an opportunity to communicate with each other, letting all their thoughts be known. This really helps us because we know what everyone else is thinking so there won’t be any surprises along the development cycle. Some other scrum agile principles we applied was the two-pizza rule, our team is the same size as the amount of people it takes to eat two pizzas. Having a smaller team really helps the flexibility and mobility of our project. Some of the tools we used in our development lifecycle are lucid chart and Jira. Lucid chart is excellent free website that lets us create any sort of chart we need, and Jira was the backbone of organizing our team. Jira is organizational website our team can use to structure every aspect of our project. We can manage our project, assign backlog, use it as a bug tracker and make it a hub everyone can log into. Another upside to Jira is that you don’t have to install it, you can just log in.

The scrum agile approach is very different from the traditional approach. Some of the pros are the client doesn’t need to wait until the end to see the product, bigger projects benefit from an agile approach, the development lifecycle is flexible, and the requirements themselves can change throughout the project. Some of the disadvantages are limited documentation, no finite end, and the cost of the project isn’t determined until the project is done. Overall I believe a scrum agile approach was the best approach for our SNHU Travel Development project.