Sprint Review and Retrospective

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The various roles on the Scrum-agile Team specifically contributed to the success of the SNHU. Using perspectives from multiple roles helped me understand and see which roles are most important. The Scrum Master holds a lot of power between the Scrum Team and Product Owner. Being a Scrum Master means they take the Product Owners wishes and ensure that the Scrum Team is fulfilling those expectations. The Product Owner would be the person communicating between the client and the Scrum Master/Team. This person gathers as much information as they can to make sure the team understands what is expected from the client. Having a clear understanding from the client to the team is extremely important for the success of the product.

Through the developmental process of the product, there are many steps. A tester completes some test cases and helps the team know if anything is wrong with the latest product. Working as a tester means they are responsible for checking if there are any problems and pass any information on to the development team. A developer captures the idea of the owner and helps the tester work out any issues. The importance behind the developer is that they use their own skills to create a final project and make sure it is as smooth as possible. Using coding to add photos to an assignment to show up on a travel site shows how a developer is an important contribution for the SNHU Travel project.

A Scrum-agile approach to the software development life cycle helped each of the user stories come to completion. An agile approach is far more beneficial to the life cycle as opposed to the waterfall method. The frequency with meetings in the agile approach meant that they tried their best to avoid issues and made sure clarity was ensured. Meeting more frequently gives everyone the chance to be on the same page. At these meetings all issues and deadlines are discussed, meaning that everyone is all heading in the same direction with a clear sight of deadlines. Breaking the entire cycle into sections with the Agile method makes things more organized.

A Scrum-agile approach supported project completion when the project was interrupted and changed direction. This is possible because with agile, the team meets up frequently and can change the direction together. Using user stories from the testers makes it possible for the team to adapt to new information. This information gets passed to the entire team so they can regroup and meet deadlines despite of any changes, unlike the waterfall approach, that tests everything in the end.

My ability to communicate effectively with the team is shown by the completion of projects. I would say that the best example of effective communication is when the vacation was specified down to being a detox type of vacation. This meant that the entire team had to pick all new places, implement them in the coding, and find new images. The clients request meant that the new expectations had to be discussed to the team, brainstormed, and implements prior to the deadline. The simple form of communication made switching the entire code and images possible.

The organizational tools and Scrum-agile principles that helped the team be successful would be the research of how other companies or big projects success as well. Looking into the Amazon pizza rule really helped provide an insight on how being organized and not overwhelming workload is important. Also, using basic Microsoft tools like Teams or OneNote helps keep a team organized with not much of a cost. With Microsoft Teams, everyone can communicate and share files, schedules, and meetings. OneNote can provide each team member with their own set of organized skills to bring gathered thoughts to a meeting or to their part of the project.

The effectiveness of the Scrum-agile approach for the SNHU Travel project is better than the waterfall approach in my opinion. The pros of using the agile method during the project is that there is a testing phase between every single task. This makes it possible for the team to find any issues. This is a pro because it allows the team to make any updates that are necessary prior to any deadlines. Having more room to make changes as the program grows is a pro as well because it speeds up the process. The disadvantage of the agile methodology is that it could potentially increase the workload. This can happen because more feedback in being provided by the client. Productivity also slows down during the times of the meeting.

I believe that the agile methodology was the best approach for the SNHU Travel developmental project. In comparison to the waterfall methodology, the agile approach shows results more often as the waterfall method is only shown at the end of the project. Having a more frequent set of results was important for this project. Agile also enables changes more easily where the waterfall method must be controlled in terms of changes. The waterfall method has a more defined and fixed product where the agile method support changes all throughout. Being able to make changes is extremely important as is necessary for this project in case the client has a specification to add or change. Having more room for creative problem solving was extremely important in this case and I don’t think it could have been successfully done with any other approach.

Learning about the methodologies behind the software development life cycle was very interested and I am excited to implement this in future courses/career goals.