Chris Tapia

Prof. Morrison

CS 250

June 20, 2021

Final Retrospective: Scrum Master

Every role in the agile team played its part to ensuring we get in the work on-time, we remain efficient and improve on any previous work. The Product Owner did a great job of gathering all of the necessary information from the users and their stories to ensure the rest of the team had something to work on and build upon later. At first, it was my preconceived notion that the Product Owner should be grabbing as much detail as possible from those meetings with the users. But, in fact, it’s best to not get too caught up in the details that we lose focus on the bigger picture. Agile allows for this type of mentality. It allows for getting more information or detail on a story later. So that if you have been working on something prior to hearing new information from a user story, you can just make those changes at the start of a new sprint. Every sprint is another iteration.

The developers have been working tirelessly making changes when needed at the start of every sprint. They have been open-minded and were not afraid to ask clarifying questions to the Product Owner in regard to changes that came up. During one of the Sprint meetings, the developers reflected on the importance of getting clarification on changes. This also included to asking the why’s behind a user story so they can better envision it the way the user did. Asking follow-up questions like this can open many doors and expose new paths for the direction to take a project. This led to the developers accomplishing a fantastic job implementing changes and producing a working program that contained efficient code every time. I greatly appreciated the comments in their code explaining why they what they did and how it tied into the goal for that week. Navigating and embracing change was a great skill that the developers displayed in this project.

The testers had a similar experience, with an emphasis on understanding the details and what the goal was at the time of testing. The more information they had from user stories, the better they can test knowing what kind of outcome to expect. Asking the “whys” behind changes was also important here. But it’s not just about the details, it’s about the goal for the tester. Therefore, that’s something they had to learn early on in the project. You want the picture the user story creates, not so much how it gets painted. The tester should be testing that this program the developers wrote is producing the result of what the user story was asking for. For example, a user story requested the option to add “cruises” to their profile to view cruises. But in one of our Sprint meetings, one of the testers stated how they received more clarification on that, and it turns out that the user wanted an easy way to view cruise options. The easiest way is to not have it all the way in one’s profile setting, but instead, right there in the filters where it can be easily accessible. Understanding the end-result aided the testers to make the change so the program can produce an output that the user intended.

If it weren’t for the Scrum-agile approach, we would not have uncovered changes like these. The Scrum-agile approach encourages us to go back and iterate through our previous work. This helps us to ask those important questions of, “Is there a better way?”. In a traditional waterfall setting, we wouldn’t have uncovered the need to move the cruise option from the profile to the search page as a filter. We would’ve kept going, moving on and building something to fruition only to find out at the end, that it’s not what the user envisioned. Agile promotes us to go back and make it better.

This idea was also shown when we had a big change come in where we needed to shift the focus of the presented vacation packages to also promote detox and wellness. This meant that developers had to apply these new changes and testers had to make sure they were now producing the new expected output. This change led to the developers having concerns about the validity of their prior work and if they still maintained relevance. The Product Owner reminded them that all of their prior work can be used, as we’re just changing up the language, we’re using on the vacation packages. Agile allows for these types of changes, because every sprint is just another iteration where we can go back and make changes.

All the while, I feel as though I maintained a consistent level of communication with my team. During Daily Scrum meetings, I’d reinforce agile behaviors and led the meetings by asking questions like, what did you accomplish yesterday, what will you accomplish today and lastly are there any obstacles in your way? This would allow for more of a conversational setup to the meetings. It allowed for more open and transparent communication between team members. Some of the pros to using the Scrum-agile approach for this project were the flexibility of the work to adapt and modify as well as the open environment it fostered among the team. This team definitely grew closer because of it. Overall, I believe the implementation of the Scrum-agile approach was the best choice for the SNHU Travel project and should be used for all projects moving forward.