**Chada Tech Retrospective**

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In modern software development, time is especially important. Because of this, teams often look for the most efficient and least time-consuming development methods. The best method is the Scrum-agile approach. The Scrum-agile approach assigns three roles: the product owner, the scrum master, and the development team. Each of these roles has its own priorities and tasks that, once combined, allow for a team to quickly and efficiently create products that clients are requesting. In the example of the SNHU travel agency, each part played a key role in the development of their project.

The product leader to begin with is the person that directly connects with the client and relays information to the rest of the team. Without the product leader, the client has no connection to the team and cannot help with the development process. In the SNHU project, the client wanted to make some changes before development ended. They contacted the product owner and were able to have those changes made before the final product was released. This saved time because the team could change their plan before completion rather than completing the product just to find out they needed to change an entire aspect of the product.

The next role is the scrum master. The scrum master is the leader of the project. They oversee helping the development team understand the product and understand what tasks must be completed to complete the project. In the case of the SNHU project, the scrum master relayed information from the development team to the product owner and back. They were also in charge of scrum meetings. Scrum meetings are a place where the development team, scrum master, and sometimes the product owner come together to create a plan for development. Each day a scrum meeting is held, and the scrum master asks each member three questions: What did I do yesterday? What will I do today? What is stopping me from completing my tasks? After these questions are asked, each member can respond. This gives the team a better understanding of what other members may need help with or what tasks still need to be completed. This increases efficiency and allows for projects to be completed very quickly.

The third is the development team. These are the people creating the product for the client. After all the information has been relayed from the scrum master and product owner, they get to work. In the case of the SNHU project, they started creating an initial version of the product but were later informed of changes. They were able to take the added information and still create a product the client was happy with. This is an important part of the scrum team because change happens all the time and being able to take those changes in your stride is an important part of their overall efficiency.

Another important part of the Scrum-agile approach is the ability to take in ideas and create a final product. In the SNHU travel agency project, there were multiple user stories that helped give ideas for the final product. By allowing these user ideas to be given, the final product was much more user friendly and up to date. Each user gave ideas as to how they think a travel agency’s website should be. The people that know what to expect from a certain category of products are the perfect people to turn to when creating something new. This way you are giving the users exactly what they want while not wasting time on unnecessary features.

Communication is also an especially important aspect of Scrum-agile Teams. In the modern world, communication is easier than ever. With things like instant messaging and email, a question can be answered in seconds and innovative ideas can be introduced with a few button presses. The method our team chose to use was email. Email allowed us to interact with one another and pick roles quickly. We could then turn this into posts and recommend ideas to one another with ease. Having a scrum master was an important aspect as well. They lead us through what was expected and how to succeed in the project. If we had more time, something like a scrum meeting would have been beneficial as well. This would allow us all to ask questions and bounce ideas off one another to better understand our assignment.

In conclusion, the Scrum-agile approach improved overall efficiency and time management. The approach allows for ideas to be communicated in a judgement-free zone encouraging thinking outside of the box. This was the best method for this type of development as opposed to something like the waterfall method. The waterfall method can be especially useful in situations where there are few members or there is a low budget. In this situation however, I think the waterfall method would have taken too much time and resources due to the change of ideology halfway through. The Scrum-agile approach allowed for changes to be made effortlessly and quickly. Some pros of the approach are efficiency, easily changeable, and encouraging communication. There are few cons of this approach, but it is made for a larger team making it not liable in every situation. But, when possible, the Scrum-agile approach is the best way to create products and encourage team building in a professional environment.