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CS-250

Final Project: Sprint Review and Retrospective

In order for a scrum team to work effectively, each member has a vital role to play and must work together to achieve their goals. An agile-scrum team consists of a product owner, scrum master, tester and developer. The product owner’s main responsibility is to be primary contact between the customer and the development team. They collect the needed information for the project and relay it to the development team. Next the scrum masters are the servant leaders of the team. They lead the team in daily scrum meetings and help set the backlog, so the team stays focused and organized. The tester and developers usually work hand in hand to deliver the product to the owner, ensuring all demands and specifications are met. As I have learned throughout this course, each member’s role is very important. As a product owner, if I did not get the correct information, or failed to communicate the demands effectively, the development team would not know what to work on. As the developer, I had to create a slideshow matching customer need, and then as the tester, made sure everything worked before moving on.

User stories through an agile method really helped to break down a big project into smaller, bite-sized tasks. By breaking these tasks down, we were able to rank them into priority and size, so that I could better organize what tasks to do first. By using the phrase “As a \_ I want\_ to be able to do something\_ so that, this help clarify the requirements.

The agile allows a team to be adaptive and flexible. This was beneficial for the SNHU travel, when at first a top 5 destination list ordered from most popular to least was required by clicking a link. In a later module, this was changed requiring that the list was made into a PowerPoint style display. Due to the scrum-agile method, I was able to update the test cases and proceed with the project.

Communication is probably the most important attribute needed among the scrum team. An example of these type of communication, was during this project, I was acting as the developer and requested information from the product owner and roped in the tester so that he could update the test cases. Example email below:

To: Product Owner, Tester

Subject additional information needed

Hello,

I am in the middle of developing the SNHU travel software and the new requirements needed. However, I am in need of some additional information.

Product owner - If you could provide more specific information from the client, such as design and image of the project. In order to refine the software, any other information that can be gathered will be really helpful.

Tester - Is it possible to update the test cases to reflect the needed changes has this would help with the functionality.

I am available to meet in person if you both are free.

Thank you

Taylor James.

Over the course of this project, I was able to learn about a few organizational tools and methods. For scrum events, we could utilize a system known as kanban. This is an organizational tool that help prioritize tasks as well as gives full transparency of the teams status on the project. Another name that can be applied for this type of system is Jira. Communication is king, and tools like this streamline communication and keeps everyone on the same track.

Overall, I believe the scrum-agile-based approach was the correct choice for the SNHU travel project. From the beginning, we were able to set a baseline of what was needed and set a plan with those goals in mind. But we were able to change when the customer demands changed. Working as a team, working with full transparency made it easier to get information and feedback. I do not think this approach without faults though. While I think the fluidity of the project was positive, a deadline date would have been good so that we could change our plans as needed.