**Final Project: Sprint Retrospective**

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A Scrum Agile Team has 4 roles within them: Scrum Master, Product Owner, Developers, and Testers. The Scrum Master is the person who facilitates the team and enacts Scrum theory and practices (Cobb, 2015, pp. 36). The Product Owner is the person who is the decision maker for the team (Cobb, 2015, pp.35). The Developers are the ones who are responsible for understanding the business requirements and estimating user stories (*Who is the scrum developer: Role and Responsibilities - QRP International,* 2020). Lastly, the Testers are the ones who check for any issues that may arise when they test the product.

In the SNHU Travel project, the Scrum Master’s job was to facilitate Scrum meetings. The Scrum Master is really the one who keeps the team on track and listens to their needs. For example, if the team really wanted blue screen filtering glasses since their eyes hurt from staring at a computer all day, the Scrum Master might fulfill their request based on how expensive it was. The Scrum Master wants the team to feel as comfortable as possible when working.

The Product Owner was the main communication factor between the team and the stakeholders. They met with the stakeholders to get their requirements that they had for the SNHU Travel project. The inputs from the stakeholders are what was needed for the user stories creation. The user stories were necessary for the development of the project since it helped the team see through the lens of a typical user who may use the platform. The Product Owner also organized the product backlog based on the priority of the user story and the size of it. The Product Owner then must relay all the information they gathered from the stakeholders to the Scrum Master, the Developers, and the Testers.

Next, the Developers and Testers work together to create a simple version of the product since they need to start with a rough version so that the fully developed version comes out good. The stakeholders are then able to assess the design and let the Developers know if it needs to be changed. The Agile Approach is super good for adapting to any changes so it would be no problem to have to add or remove features. It is also good for promoting frequent communication with the stakeholders and teamwork.

The user stories that are collected by the Product Owner are meant to be helpful for the Developers and Testers to understand what the stakeholder is asking for. For example, the SNHU Travel project had a few user stories created. One was a story for the project when finished, should show the top 5 destinations and there were others for features like customizable profile settings and deals. There was a value statement for these stories and the value statement provides a description of the features needed to be implemented. There were sizes of the stories too, which are important since the team needs to know how large a task it will be to implement. This helps with planning out how much time to take on a feature. The acceptance criteria are the most useful part of the user story. This lets the Developers know what needs to be done for that feature and helps the Tester know what to look for when they’re testing the feature. There really is no wrong amount of user stories in a Sprint. It’s better to have too many than too little though since the stakeholders may have a lot they need added to the project and this helps the Developers not to miss a single feature. A big goal of a Sprint is to be able to show the stakeholders the user stories and let them assess the stories. Then, the team is able to add piece by piece each feature once each user story is to the stakeholders’ liking. The good part about Agile is that it can adapt to change so if a user story was implemented but later the stakeholder does not want it, it can be removed.

What was mentioned before was the fact that Agile is good with change. The Agile Approach really came in handy when the stakeholders of the SNHU Travel project wanted to change some things. The stakeholders wanted to change the destinations to include health and wellness destinations. It was not a tough task since the application was already done, just the destinations picked had to be changed. This did not cause a lot of hard work to go down the drain thanks to the team already having a basic application ready.

Communication is an important aspect for any team. In an assignment from a previous week, I was tasked with sending an email as a Tester about user stories. I started the email with my intentions. We wanted to know if the update we provided had any issues first and foremost. Then I stated that we wanted to know if we could make any improvements, if there are any. Lastly, I stated what we needed and that was updated user stories and why it was needed. Another time I had to communicate with a team was when I worked on a discussion post with my classmates. I first started the discussion by sending an email to the team asking what roles each of them wanted. Then we discussed when we would be writing our discussion posts. The Product Owner of the team started the thread and we each followed up with our own posts after. Without the ability to email, we would never have been able to reach out to each other and the posts would have been very uncoordinated. It’s important to also be kind to each other. I wanted to be kind to them by giving them role options first, since I felt it would make us all more comfortable with each other.

Daily Scrum meetings are not only a great tool for communication, but also a great tool to use for organization. Having Daily Scrum meetings allows for everyone to voice their concerns and the things they’ve accomplished already. These meetings make it so that tasks can be prioritized and marked off if done so that there’s no one working on a task that is finished. Jira is a good software tool to use also for communicating with the team. Team members can view the tasks that need to be done or have been completed online if Jira is used. So, if someone is out sick of the day, they are able to hop online and view what the team has been up to. Kanban boards are useful tools too and can even be implemented into the Jira software if the team wanted it. Kanban boards allow for a way to view the workflow of a team.

The Scrum-Agile Method has many pros such as: the ability to adapt to change fast, allow for work on bigger projects, helps promote teamwork, and promotes constant communication with stakeholders. The stakeholders in the SNHU Travel project requested a change in requirements but thanks to the Agile Method, it allowed for the change to happen quickly and painlessly. The method also allowed for the stakeholders to be a part of the project every step of the way. The cons of the approach aren’t many but there are a few such as failure can happen if the teams do not want to cooperate and it’s heavily dependent on stakeholders. Some stakeholders may be more hands off when it comes to projects so it may be bad for the development team if they can’t get a hold of the stakeholders often.

I personally believe the Scrum-Agile Approach works best for the SNHU Travel project. Mainly because it allows for larger projects to be developed and promotes talking with stakeholders. It also allows for quicker development and if we were to use the Waterfall Approach instead of Agile, it could cause potential delays in development. The Waterfall Approach also does not work well with bigger projects and since the SNHU Travel project is large, it could cause issues and delays.

**References**

Cobb, C. G. (2015). Chapter 3: Scrum Roles. In The Project Manager's Guide to Mastering Agile (pp. 35-36). Wiley.

*Who is the scrum developer: Role and Responsibilities - QRP International*. Belgium. (2020, March 24). Retrieved August 10, 2022, from <https://www.qrpinternational.be/blog/glossary/who-is-the-scrum-developer-role-and-responsabilities/>