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CS 250

Final Retrospective

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Throughout the project I had to take on different roles to meet the requirements for the client. The first role I took on was a scrum master. The scrum master is the facilitator of the agile development team. The scrum master facilitates how information is exchanged throughout the team. A way to do this is during a daily meeting. During these meetings every team member has to attend and is asked three questions to open discussion between the team. The meetings are helpful an opening communication in adding a sense of security and confidence. Scrum master helps the team get the job done in every way possible. Scrum masters help coach along the development team and understanding scrum theory and practices. The scrum master also has to facilitate Sprint planning meeting.

A Sprint is a timebox of one month or less within our project where at the end something is done. Sprint consists of five parts, Sprint planning, daily standup meetings, work, Sprint review, and the Sprint retrospective. A Sprint has a goal of what has to be accomplished during the time frame. During the Sprint planning meeting a flexible plan is created to meet this goal. A plan is created by the whole team and is facilitated by the scrum master. It is a scrum master’s job to make sure the team understands the purpose and teach the team to keep the goal of the Sprint within that time frame.

Being a scrum master didn't really fit my personality. But it would fit someone’s personality if you like to help or teach others. The product owner and scrum master worked together and now is the next role I took part in. The product owner is the face of the agile team that deals with the client. As a product owner I was responsible for creating user stories and creating a product backlog. This was done by meeting with potential users and finding out what features they would like to see. I took this information to make five requests and wrote them in a way for the development team. Once the information was gathered it was put into a product backlog ordered by priority. And product backlog is then looked over by the whole team to be agreed upon. This allows open communication and the project between all team members. The product owner is responsible for making sure the backlog is visible and clear to everyone.

The next row I had to take on was the tester. The tester's job is to take the user stories and make test cases that decide when the user story meets the requirement of being done. Testing is done from the start of development an agile and his constant through the entire development process. This provides immediate feedback to development team. This helps the team realize what won't work quickly and saves time and money. This leads to more experimentation and innovation in the development process because they can catch things quickly. Building test cases for developers gives them an understanding of what the product needs in order to be accepted and passed the test cases.

For this week the project took a big turn. The requirements for the project changed but with agile methods I was able to adapt as a developer quickly. One of the key elements of developing is to get cold working quickly not perfectly and agile. It is expected that with requirements always changing so agile adapts to this increase a higher quality product for the client. When changes happen, I was able to use the revised user stories and test cases understand with the new requirements word. There didn't have to be perfect code, so I was able to save time and energy when the changes happen. This allows for more freedom and development, but I think it's also good to go back and make the code as good as possible so it's right the first time.

During my time in this course and going through the different roles I learn that clear communication is very important for a successful project. It takes a whole team to collaborate to give the client the best product. Another development method that I learned and is used in the workforce is the waterfall method. The waterfall method has a very different way of working then agile method. Wonderful devices development process into distinct phases. These phases aren't done in increments but instead are done sequentially.

When a waterfall project is started all the requirements are set at the beginning and it is hard to change the requirements in the middle of a project. While agile has a series of many projects within the bigger project. This makes it easier for changes to occur and be easily met in an agile process. Agile lets things be flexible in the workspace whereas waterfall is more of a rigid workspace. Agile methods hold everyone responsible for the final project and this helps to give ownership over the whole development process. The entire team must work together to deliver the best product and is not just one group of people doing all the work.

The waterfall method also has different rules just like the agile method. The first rule is a project manager, like the product owner, both oversee teams and work together to complete the project. The project manager is also like this scrum master since they both remove obstacles for work to be completed. However, the project manager gives directions and tells the development team how something should be developed but the scrum master does not. The business analyst works alongside the project manager like the scrum master works alongside the product owner. The business analyst in the waterfall method assesses their clients for the project and focuses on doing anything to get signed off as completed.

Learning about the two different methods and experiencing the agile method I would have to say I prefer the agile method. The reason for this decision is that agile is really focused on a team mentality instead of separate teams working together. I like the idea of everyone on one team rather than a bunch of different teams. As a developer I found it empowering to be able to know the requirements add to meet but wasn't told how to do it. It gives the freedom to the developer to attack the problem as they see fit. Waterfall sets all the plans at the beginning and makes a product and then at the end it's tested, but I don't think that is the best way to approach things. Testing throughout the process saves time and frustrations at the end one big changes are made.

Before this course I didn't even know the scrum master existed and I am interested in learning more about that role. I believe I want to be a developer and get to experience projects before I pursue a scrum master. This course made me decide when I am done with school I want to find a company that implements agile method. I believe this will fit my personality the best since it is so flexible and creative. I don't think the waterfall method would be the best option for me. The agile method has also benefited me and how I look at personal projects and how I get to work on the code. Overall, I definitely learned a lot from this course and learning the difference in the methods. This will be something I take with me moving forward.