Sprint Review and Retrospective

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Throughout the making of the Southern New Hampshire University Travel Project, I have taken part of all of the different roles that were available from the developer to the tester to the Scrum Master. The first role for the project was the Scrum Master. When I was the Scrum Master, I was responsible for various things, including the most important task of the Agile method which is the daily scrum meeting. Everyday we would have a scrum meeting that would last ten minutes in which we discuss the amount of work that we have done, what needs to be accomplished still, and who needs help. The Scrum master is responsible for facilitating information to the team as well. The meetings were very helpful since it made it clear when it came to the work that still needs to be finished and allowed us to distribute the work more evenly to meet our deadline. My time as a Scrum Master was a learning curve since I am usually not the one who conducts the meetings, and I do not usually take charge for projects. It did go smoothly, however, I would like to let someone else be the scrum master since I am more of a person who likes to do the development and do things my way instead of taking charge telling someone else what to do and when to have it done by.

The next role that I took on for the project was the Tester. The job of the tester was to take each of the three user stories that I was given and develop a detailed test case. For each test case it was my job to include a name for each test case, identify the steps that would need to be taken by the user to complete the action, and indicate a pass/fail measure for each step. The role of a tester on a scrum team is just as important as a scrum master since the tester is responsible for the testing of the product as soon as development is started. The tester would give feedback instantly to the rest of the development team so that they could fix the problem if there is one. Having a tester separate from the actual development team means that the work could get done and tested at a much quicker pace. During my role as a tester, I found it rather easy. I am used to testing things for all of the programs that I have done so I know exactly what to look for and how to tell if something isn’t the way it should be.

The final role that I took was the role of the Developer. My role for the developer during this project was to take the existing code that was created and modify it so that the code meets the new requirements that were received from the Product Owner. The Developer role is most definitely the most important role out of all of them since without the developer, there would be no product to give to the customer. My role as the developer was very easy actually. I had to fix some code but I am already used to doing that since the previous scrum team that I was on, I was already a developer who was also fixing code from the other developers.

A Scrum-agile approach to the software development life cycle helped the user stories since we were able to make changes on the fly and not have a big worry about getting it done. When it comes to the waterfall method, that requires long term planning and doesn’t sit well when there are changes to the project halfway through. When I was the developer for the SNHU Travel Project, I had to modify the code to comply with the changes that the Product Owner gave us. It was rather easy since an agile method is more forgiving since the planning is done throughout a sprint instead of planning the entire project at once. Another way the agile approach helped the project is by having the daily meetings. When I was the Scrum Master, I had a ten-minute daily scrum meeting which involved us discussing how the project is going. If we were using the waterfall method, we wouldn’t really have an exact idea on how close we really were to finishing the project.

When it came to using tools to help me and my team finish the SNHU Travel Project, the main tool that we used was GitHub. GitHub helped us by letting us upload our work to the repository online which would let us download our work from wherever we are at. It also helped by letting us revert changes if someone accidentally pushed the wrong file, had code with errors, or if the customer wanted us to take a feature out of the project. For example, when we had to make changes based on the user stories, I was able to pull the code from the previous developer by utilizing GitHub which made things a lot more smoothly. Another tool that we used was the Daily Scrum that I mentioned earlier. The daily scrum was the most effective tool since it allowed all of us to get together and discuss our concerns, new requirements, and we were able to get an idea on how close we were to finishing the project for the client.

Throughout the project, we used the agile method which I believe was the best approach to this. The scrum meetings were helpful especially by having them everyday which allowed us to figure out if there were any changes to the product. For example, when the customer wanted to change the code to have the user stories, we were able to successfully implement them without any troubles at all since we took the agile approach instead of the waterfall approach. The benefits that we had by using this method was that we were always able to make changes, get work done in short periods of time versus having a set date and delivering one final project. The cons of using the agile method was that we weren’t able to predict what we could expect for the product, the time that we have to commit to the product is a lot more than it would be for a waterfall method, and the demands are much greater than it would be for a waterfall method. I believe that if we were to use the waterfall method over the agile method there would be more problems since there was changes randomly throughout the project. When it comes to the waterfall method, we would have to plan it all out at once and the waterfall method doesn’t fit well when it comes to changes. Since the plan was thought out for the entire project instead of a sprint, changes are a lot harder to implement. Overall throughout the project, I don’t think that the waterfall method would have been a good approach, the best one for this project was most definitely the agile method.