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Retrospective

In the conclusion of this SNHU Travel site project, I would like to review the process and showcase the benefits of Agile development cycle can bring to the company. There will be a review of the roles of a scrum-agile team, the task of the roles, user stories, and test cases. Also, reviewing the how the agile development process handles customer changes, communication during the project, the tools used to help the development of the project, and how effective this process helped with the project. Then will conclude with the outcome of this assessment of the evaluation of Agile software development cycle.  
  
 There are several roles in an Agile Development Cycle. There is a product owner, who communicates with the customer to get the specifics for the project. The product owner works with the scrum master and helps to present the project to the team. The product owner creates user stories for the testers to create test cases. The product owner can hold focus groups. This overall helps to get the project started and then the product owner also handles changes brought by the customer, by bringing that to the scrum master to bring to the group to now have the development group and testers to create new test cases.

The Scrum Master helps the product owner, but they lead daily scrum meetings for the development team and testers. Their role helps keep the project on task for completion and help the team get what is needed. The scrum master keeps the daily scrum meeting on task and keeps track of the side topics to talk about so that the project can move forward and still address other areas of growth and work.

The Testers use the user stories to create test cases for the developers to know what to do for the tasks of the project. The testers make sure the task are performing they way the customer wants. This is done by performing different test and bringing it back to the product owner to get the response from the customer. The testers work close with the developers, they are both developers but in different areas.

The development team is responsible for taking the test cases and creating the code for the task. They can work to build got the project, and figure the right code stack and also help form the task board and prioritze the task. This will help create a flexible deadline for the project. This team can help each other with peer-programming.

The User Stories are developed by the product owner, based on conversation from a focused group. The product owner hears the end users input, their suggestion on what they would like on the website to make it more personal for the user. Then the testers take the user stories to make test cases to set the standard for the project. The Scrum Master uses the user stories to make task for the task board. These steps help define the task and backlog. The product owner will take the complete tasks to the customer to get feedback and a chance to give changes. Then we go through the process again.

The way the Agile cycle deals with changes is that is gives room for the customer to give feedback and make the changes to what they see. The team is able to create new task and re-prioritize the tasks amongst each other and get a working version ready to be sent out while finishing the backlog of task they want to add to the product. This allows for a customer to get their product and roll out features for the product to update it and enhance their product. Also allows for the company to sell more professional services.  
  
 The communication is focused on open honesty and visablilty. Agile development allows for constant communication during the daily scrum meetings. Also everyone knows who is working on what and what each role brings to the product. This helps the team ask and work together. This is part of the communication. The product owner is giving multiple chances to the customer for input and to communicate during the process as well, so that everyone is happy.

The Agile concepts, tools, and scrum agile process help pirotize the tasks that need to be done first. It helps get a product to the customer sooner and focus on the items that can wait to be done after a first version is released. This helps get a product to a customer fast and then add features and enhancements later on to better the product. This helps companies release a product faster and work more efficiently with small teams rather than a large group of developers who do not know who is working on what for the product. This also allows for more products to be done and have them grow later on.

The Scrum-agile approach was helpful in the SNHU Travel Site because it worked to help organize the project. It helped with making edits earlier on and not have them prolong the release of the product. Also helped make sure customer service and satisfaction was a high priority. This worked to release a site and then add future enhancements with a base release already out for customers to be able to enjoy, We can always update the product and allows us to fix things faster because the project is broken into smaller sprints and releases.