CS 250 Final Project

Retrospective on the Scrum-Agile Approach for SNHU Travel Application Development

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**Introduction**

ChadaTech, a pioneer in bespoke software design and development for local and international customers, has long used waterfall development. Although this methodology has disadvantages, ChadaTech is exploring switching to Agile approaches, notably Scrum. This change attempts to improve product quality and business culture. The firm is piloting this move with our team to create an app for SNHU Travel, a travel agency seeking new solutions to grow its customer base. I will assess our Scrum-Agile approach's responsibilities, user story completion, communication tactics, organizational tools, and project results in this retrospective.

**Applying Roles**

Scrum-Agile team responsibilities were crucial to our project's success. My main duties as Scrum Master were to enhance team communication and maintain Scrum compliance. I promoted openness and cooperation via daily stand-ups, sprint planning, and retrospectives.

The project Owner was critical in collecting requirements and prioritizing the project backlog. Their ongoing communication with SNHU Travel stakeholders ensured the team met customer expectations.

To offer high-quality increments, developers and testers volunteered their knowledge. For instance, a sprint developer found a serious flaw that may postpone our delivery. Their proactive communication helped us resolve the problem quickly, proving each role's relevance to the project's success.

**Completing User Stories**

Our Scrum-Agile strategy simplified user story completion. We confirmed each user narrative fulfilled requirements before marking it as complete using the Definition of Done. This clarity kept the team's quality high throughout growth.

One user story included adding a booking function to the app. Our sprint planning conversations defined user interface needs and system performance benchmarks as critical acceptance criteria. Finished and tested in the sprint, this user story improved the application's functionality.

**Handling Interruptions**

The Scrum-Agile methodology helped our project survive pauses and direction changes. Midway through development, SNHU Travel requested a feature that significantly changed our scope. Scrum allowed us to adapt to this shift without delaying our progress.

We reviewed the new needs at a sprint review and swiftly re-prioritized our queue to include the functionality. We maintained the project on schedule and developed our connection with the customer by prioritizing and addressing their demands.

**Communication**

Our Scrum-Agile team relied on good communication. To keep everyone informed, we used Slack for real-time communications and JIRA for task management.

Daily stand-ups promoted cooperation well. An employee discussed a code issue in a stand-up. This openness encouraged teammates to help, resulting in a speedy problem-solving session. This case shows how our communication techniques solved problems and fostered teamwork.

**Organizational Tools**

We needed organizing tools to keep our project on track. We mostly used JIRA to monitor tasks and progress. User stories were defined, assigned, and completed.

Sprint planning and retrospectives helped these tools work. JIRA helped us see our backlog during sprint planning and prioritize work based on customer demands. Retrospective meetings helped us better our procedures and plan future sprints, fostering a culture of continuous development.

**Evaluating Agile Process**

Taking a look at how well the Scrum-Agile method worked for the SNHU Travel project showed both good and bad points.

**Pros**:

Being flexible: The Agile structure helped us quickly adjust to new client needs.

Collaboration: Regular contact and Scrum events built a strong team atmosphere and made sure that all stakeholders were involved.

Quality: The Definition of Done set a clear bar for quality, which made the end product better.

**Cons**:

Scope creep: Because Agile is so flexible, people sometimes asked for extra features, which could make deadlines longer.

Changes in Culture: Moving from a linear model to Agile meant a lot of changes for team members who were used to using old-fashioned methods.

Learning Curve: At first, some team members had trouble learning how Agile worked, which meant they needed more training.

As a result, the Scrum-Agile method worked really well for the SNHU Travel project. Flexibility, teamwork, and quality were better than the problems, which made a good case for ChadaTech to think about using this way for all of its development teams.

**Conclusion**

This retrospective has shown how important different jobs were to the success of our Scrum-Agile team, how well our communication methods worked, and how the management tools we used helped us make progress. Through our experiences, we've learned useful things that can help ChadaTech decide to move to a more general Agile framework. This will hopefully lead to better project results and a more open work environment.