Jesse Jayne  
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7-1 Final Project  
Sprint Review and Retrospective

The scrum-agile team, and the environment that emerged from said team, was instrumental in the success of the SNHU Travel project. Being able to see into each of the roles from the team, recognizing the individual processes that each team member went through and provided to the project, as well as their impact upon the positive communication and overall development process gave great insight into the benefits of the agile system at large. Each role in the team and each phase in the SDLC in the scrum-agile approach had unique benefit to the project, even when the project was facing difficult requirements, changes to those requirements, or problems that needed further testing or repair. The communication provided by the methodology, and flexibility provided to the team members, is what allowed the team to push forward in a timely and efficient manner regardless of the situation and end up deploying a quality product to a happy customer.

Each role served an important purpose. The Product Owner was importantly able to serve as the liaison between the customer and the rest of the team, while providing professional and managerial experience to drive the product forward. Specifically, the Product Owner was able to meet with the SNHU Travel company, glean information about their current offerings, and ask the important questions about what this product should entail and information that developers might find important. A good Product Owner will ask tough questions that others may not have thought of to provide their team with the best information possible.

As the Product Owner can act as the liaison between the customer and the team, and Scrum Master can act as a liaison between the scrum process itself and the rest of the team. Among other important roles as the servant-leader and coach of the team, the Scrum Master was instrumental in keeping the process moving smoothly. The team learned of important and helpful planning methods through scrum, such as the importance of estimation practices, use of story points, and scrum events at large. Without the experienced Scrum Master to hold these events and practices, and to do so efficiently and properly, the team can easily get bogged down with an overload of information, planning, and requirements to wade through. Having knowledge of these processes and being able to explain them and monitor them throughout the team, without the team needing to worry about them, keeps everyone focused on their own area of expertise but with the benefit of the planning and communication that these methods provide.

The development team spearheaded the creation of the actual SNHU Travel project. Implementing the customers needs into the quality readable and commented code was the main priority of this project, and the coders on the development team excelled at this process. Utilizing the team-based approaches in the agile-scrum methodology, the developers were able to focus in on the story points they were assigned by the Product Owner. This process of condensing the potential customer requirement into unique story points, then assigning the point to a developer that can create that specific requirement in the code, and then testing, is the backbone of the agile process. Equally important, after the coders implement their story points into actual source code for the project, they also implement changes according to customer feedback. As seen specifically in the SNHU Travel project, the customers changed their mind during the process, and rapid changes were needed. The coders had to go back into the project, change specifics on certain slides on the website they created, and ensure the program still worked as intended.

Just as integral to the development team as the coders are the testers. When the programmers hand off their finished portions of the project as completed, the testers ensured that everything was running as intended. Each time one of the changes was implemented in the SNHU Travel website, like the changes to the presentation-slide style layout, or the changes of individual images being loaded into the site, the testers ran the code to ensure it was still up to standard and customer satisfaction. Maintaining the commented code within the program is not only important for programmers to pass along important notes to others reading the code, but for testers to know what to look for, and to update the comments themselves upon completion of fixes so that future fixers can start off with a better foundation of knowledge.

Having a firm grasp on each role in the agile-scrum system then leads to the team being able to programmatically approach each problem, laid out by the user stories, in an efficient and easy fashion. Taking the customers needs as stated, and envisioning other possible needs, forming them into the user stories which were then assigned to individuals with the best experience to work on them, where they were developed and tested recursively until the product addressed the needs to the customers satisfaction.

When the customer approached the team with ideas to change the product, the agile-scrum process made it much easier than other methods. The ability to immediately schedule the changes during a daily scrum or team meeting, pivot some of the developers into user stories that focused on the changes and implement them quickly was a major advantage and selling point. Other methodologies like Waterfall would require a lot more further planning and possibly getting to the very end of the development cycle before major changes could be implemented or starting over completely.

The methodology also allowed for seamless communication and integration of different roles working together on the project. Take the following example of a communication between a teammate in a different role speaking to the Scrum Master:

***“****Hey Jesse,  
How long do you think our sprints should be? I know sprint lengths are usually between two and four weeks depending, but there should be a consistent length from sprint to sprint. How should we determine the story points of user stories?”*

In this quoted passage, a few key points can be taken. First, that the team member asking the question has at least a basic idea of how the agile-scrum system *usually* works. This points toward the scrum master doing a good job of communicating the system to the team and explaining the framework. Additionally, the team member realizes that the framework can be molded and changed to fit the team, including changing lengths of different sprint events and meeting types. This flexibility allows the team to take the parts of agile-scrum that they like, make them work for the project, and leave behind the parts they don’t need. Having this flexibility and customizability allows teams to communicate openly about the framework to make it their own, as well as work together on any aspect of the process and truly collaborate. If the team decides that certain team members will work well on a certain aspect of the project, or someone has an idea for something they aren’t currently assigned to be working on, then they can simply suggest this during a daily scrum and the change can be implemented quickly.

In reflecting back on the success of the SNHU Travel project, stepping into the various roles of the scrum team, and lessons learned in totality, the scrum-agile approach appears highly useful. The project required in-depth work between various roles and hands-on development work to complete. This allowed for knowledge of the framework and various roles to shine, as well as maintained effectiveness when issues and changes did arise from the customer. As the first project being exposed to this framework, the methodology appeared to have solutions in place for handling anything that came up or gave the flexibility to resolve issues effectively if a standard way wasn’t clear. The cyclical model of the agile system and it’s benefits are hard to encapsulate as it can truly be utilized for nearly any project in one way or another.