Scrum Retrospective

Being part of a scrum-agile team was very important in completing the SNHU travel project. Each member of the scrum team played a vital role in the development and completion of the project in a timely manner. The different roles involved in the scrum team included the Product Owner, Scrum Master, Developers, and Testers. Being the Product Owner of the project means you must make sure the scrum team has a clear understanding and picture of what the end product is. The Product Owner is the member who speaks to the SNHU staff or stakeholders about what exactly they want as far as features and the layout of the site will be. After speaking to the staff, it is then the Product Owners job to create the product backlog of all the tasks that the Scrum team knows needs completion. Managing the backlog of all the features on the website that the stakeholders asked for is an important step, necessary for the Scrum Team to complete the job in a timely manner.

The next role, the Scrum Master, also plays an integral role in the completion of the tasks and making sure the team runs smoothly. As the Scrum Master, my job is to assist the Product Owner in creating the Product Backlog and sorting the stories by order of importance. The Scrum Master is also to make sure the sprint retrospective goes by smoothly and conversations and criticism remains civil between the team. If any scrum team member has an issue or problem they need, the Scrum Master is there to facilitate and help solve any problem. Solid Communication is a key trait for a Scrum Master to have in order to keep the team on track and running smoothly.

The roles of the developers and the testers are responsible for taking the user stories from the Product Backlog that is assigned to them and completing them in the time allotted. Proper communication to the developers from the Product Owner is important so the developer has a clear view of what is expected of them for each story. As for the testers, their job is to make sure each story is tested upon completion to make sure it works properly. The tester should have a clear pass/fail condition within each story, so they know if the websites feature works as intended by the Product Owner. Developers and testers must have good communication between them in order to build the features expected on the website within each story in a timely manner.

Using a Scrum-agile approach allowed the team to work very productively to complete all user stories. The user stories created by the Product Owner and Scrum Master have clear instructions for what should be completed by the developers. The Scrum approach of using these stories for each website feature made the process much simpler. With a clear idea of what is needed, the developer creates the product and the testers know the pass/fail conditions and are able to properly test the product, so it works as intended. This chain of events used to create, and complete stories is a big reason why the Scrum-agile approach works so well.

The Scrum-agile approach also was important in allowing the team to continue after the direction of the project changed in the middle of development. When the stakeholders said they wanted a mobile app as well, the agile approach allowed us to continue as we were instead of scrapping our plan. Being Agile is to react to change within the product development time and create new user stories in order to create the app as intended by stakeholders. Without Agile we may have had to scrap the entire project and start over from the beginning of the development cycle.

As the Scrum Master, good communication is one of the most important traits I can have to make sure everybody is on the same page. Daily Sprint events allow for the scrum members to talk about what they have done, are currently working on, and what they will do next. The Sprints allow for the team to be on the same page as one another as well as emailing or messaging team members when needed so we are clear on what is expected. Messaging or talking to multiple Scrum members who need to work together, like developers and testers at once is important so they know how they can help one another on a user story to complete it.

I believe the number one principle for a scrum team to succeed is good communication. Tools such as Jira are helpful in making sure the entire team is on the same page and allows for easy contact if somebody is unsure or stuck on a problem. Good Communication when stuck and asking for help can save so much time for everybody in the development cycle.

Overall, I think that the use of the Scrum-Agile approach was the correct call in order to complete the SNHU travel project. The Pros of agile include flexibility to change direction and not lose all your previous progress like when the stakeholders decided on a mobile app being needed as well. The daily sprints of agile teams also allow for very good communication within the team and less confusion all around. One con of the agile approach is the product takes longer to develop at times. Due to the always changing scope of the product, like the stakeholders wanting a mobile app, development time for total completion of the product can be difficult to predict at times. Also, the lack of documentation in the agile approach can also be considered a con, because the product is always changing and the flexibility of the approach. I do think that the Scrum-Agile approach was the correct one for the SNHU travel agency project. Having the flexibility and communication and development process of agile really helped the team complete our goal and prevented large problems. Although it won’t be perfect for every situation, SNHU made the correct call using the Scrum-Agile approach for their travel agency website development.