SNHU Travel: Retrospective

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SNHU Travel Retrospective

While working with the SNHU Travel project I assumed the rolls of the various Scrum team rolls. For this project we used the agile approach versus the traditional waterfall approach.

I first took on the roll of the SCRUM master, which is basically like the team leader or project manager. This is a very important role for an agile team. The SCRUM master oversees the whole project and makes sure that the scrum team understands the agile principals and makes sure team members follow agile throughout the project. In addition the SCRUM master also runs there daily scrum meetings which keeps the team in good communication, he also makes sure all team members know there jobs. Scrum master helps teams to be self sufficient.

Next roll I took was product owner, this team member will communicate with the customers directly and translate user stories for the user backlog. As the product owner will be the only team member who will communicate directly with the customer .The product owner is responsible for overseeing the backlog he is responsible changing it when necessary and they communicate and supply relevant data to the testers so they can develop their test cases. the project owner listened to the SNHU travel teams requests and organized them into the backlog. The items in the backlog are then available to the development team. Under agile methodology the development team are not just intended to have one job but instead be able to handle any scenario. This hel0ps them be more involved and encourages them to communicate more. Also it helps the developers take more pride in their work.

Next I assumed the role tester. as a tester I make up test cases given the user stories. the test cases will help to find out if three product complete by being Shure the product meets all the requirements given by the project owner.

Now for an example of a how user stories become completed products using scrum agile approach. First the product owner meets with the client to find out their wants and what they need. product owner then makes user stories and buts them in the product backlog. if their are any questions or concerns they will be voiced at the daily scrum meeting. daily scrums are useful for discrepancies while working on particular items. in the case of snhu travel project we did not have enough specific details too develop a test case for the project so scrum master had to look to the product owner for more details to help complete the test cases. the developers will only create test cases to pass the code given by the developers then the item will be pulled from the backlog and placed in the finished area.

Communication is a big part of using the agile methodology. while in a waterfall approach there I is not much communication between planning and the team working. agile is the opposite. you have all the scrum meetings everyday where the team stands to voice there opinions and concerns. one concern I had was the details for the project so as scrum master I emailed the product owner asking for specific details on exactly what I needed to know about the project with these details I was able to finish my work. open communication allows instances to be cleared up quickly.

The tools and principals that helped the team be successful are , to begin the project first sprint planning is needed. the team discusses how much work will be done on this iteration. the daily stand ups, and review.

In retrospective where I look back at the sprint id say the two biggest tolls I found useful were product backlog where all the work is placed that needs to be done organized by product priority. azure boards this is useful for organizing everything digitally it allows the whole team access.

The scrum agile approach worked well for this project. it helped us to handle all the changes we got much easier than if everything was planned out. also working with small parts of the coder at a time limits the possibility of errors.