ChadaTech Sprint Review and Retrospective

SNHU Travel Project

ChadaTech Sprint Review and Retrospective

SNHU Travel Project

ChadaTech Sprint Review and Retrospective

SNHU Travel Project

ChadaTech Sprint Review and Retrospective

SNHU Travel Project

ChadaTech Sprint Review and Retrospective

SNHU Travel Project

ChadaTech Sprint Review and Retrospective

SNHU Travel Project

**ChadaTech Sprint Review and Retrospective**

**SNHU Travel Project**

Jorge Torres

SNHU

CS-250: Software Development Lifecycle

June 16, 2023

**Roles of a Scrum Agile Team**

While working in the CS 250 software development lifecycle course, I ran across various roles that would make up what is a scrum- agile development team. Now, travel tech is a software development company that up until recently decided to transition from a traditional waterfall methodology to a more agile methodology. During this transition I was tasked on the team who was assigned on a project relating to SNHU travel, which is a travel agency that wants to update their website platform and their tools to gain more clientele. In this project I was able to complete tasks that were relating to the different roles within the scrum agile team. Now, these roles are a product owner, a scrum master, one developer or more if needed, and one or more testers.

The product owner would be responsible for guiding the team to understand what a product backlog is and would manage the product backlog in an order that would ensure quality while also receiving feedback from the clients. He is also tasked with making decisions regarding the project. Working as a product owner in this project, it was my duty to make sure that our team members and I would understand what was wanted and what was needed by the specific stakeholders of the project, while also knowing how to separate wants and needs to prioritize the needs first. Some of the actions I did as a product owner would be to make documents of user stories, which were organized based on priority to be able to create a product backlog.

A scrum master is mainly responsible for making sure that the team understands and follows the described scrum framework. Some of the actions that could be fall on a scrum master regarding this topic would be to ensure that the team members can understand what the importance of an easy-to-understand product backlog items is. While working as a scrum master for the SHNU project, I held 15-minute daily scrum meetings, to ensure that the team would be always on topic and would always understand the issues that needed to be discussed.

The developers are people that complete Sprint and produce what we call potentially releasable increments of done. Working as a developer myself, it was my duty to deliver working code for testers and the product owner to review and then deliver feedback. I also worked on creating e-mail for the testers and the product owners that consisted of specific questions that I had regarding the changes when the requirements for SNHU travel project were implemented.

The testers are responsible for testing the product. They will find any problems in the product they are testing only to ensure the quality of the product itself. I would receive part of the project or the product and then I would test it and verify that it was clear that it was working and if it was good I would mark it as a complete part of the product or entirely or if it needed some kind of change or improvement based on either the lack of the quality that we need or different bugs that could be found in the product.

**Scrum agile approach and user stories.**

The scrum method really helps to fill up user stories because there is a connection with the customer. This allows the product owner to explain these needs to the scrum master who can then move them as items or tasks or requirements for the project.

**Changed Direction**

Within scrum you don't really have to define requirements before starting a project. There is an underlying understanding that changes will take place and that is OK. What I experienced during the travel project was that we had the top five destinations list that we wanted to implement which give you a list of places to go based on popular or you could Scroll down for different packages. Requirements did change but thanks to the scrum agile principle we were able to use test cases and user stories everything got updated and then we provided clarifications on the change’s priorities were also updated and the project was then completely updated.

**Effective Communication**

One of the most important things we have in a scrum agile team is communication. Communication that prevailed over the project was achieved by using scrum meetings and emails where we requested clarification. One example is when working on the travel project we were a little confused about the new requirements so we wrote an e-mail to the product owner and the tester regarding these changes with a couple of questions I would clarify for us. This helps us understand what needs to be changed and updated and helps me understand what I needed to do to be successful and deliver quality work.

**Tools and Scrum Principles**

Driving out also from communication there are specific tools that we can use to communicate effectively on a project. The use of a whiteboard or scrum board are one of the major tools within the scrum methodology.

**Scrum Agile Method**

What are the cons of using a scrum agile approach is that it was a little a little difficult to estimate the length of a project given that changes were always allowed this would make it difficult to follow those lines. Now one of the pros is that while working with the team Barry tight gets you an easier way of accessing information and feedback which allows for better quality of work and quicker completion. Going back to the changes, if communication was limited and we wouldn't be able to work as a team then the changes that we needed to do were we're not going to be possible to do. Now given this, I think that the pros overweigh the cons so I think that using a scrum agile approach was the correct choice for the SNHU travel project.