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CS 250 Final Project

Retrospective

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Each team member had a specific role that helped with the project. I was the scrum master, which means I was responsible for making sure that the Scrum is understood.

I would do this by making sure the team adheres to Scrum practices and theory, we also had a Product Owner, testers and developers. The team contributed in the way that they should for each of their roles. We came up a solution from switching from waterfall to agile function. One team member mentioned using Azure Microsoft Bords as a practice, since we were not in close range with our team members and could only communicate though internet. Using the agile approach helped the user stories in many ways because the user stories are broken down to even further aspect. This allows the Scrum team to get into more detail for the project. Looking at the user stories from previous weeks had to take a waterfall to an agile approach.

As the projects changed directions, we could tell that this approach would be helpful to the project. No major changes were made to the project itself and we were able to come to a complete decision on the project. For example, we had a vision for the website, and it was simple but then we added a slideshow for the locations and some color. I feel like that made the website a little more agile for the customers to use.

I was the first to get the discussion started. I asked what approach they would like to take with the user story that was giving to us, and I feel like we made a pretty good decision on going from waterfall to agile. We came down to using techniques to help us all come together as a team to get the ball rolling.

According to Aaron Drapkin (2023), there are six principles to use while using Scrum. Empirical Process Control, Self-Organization, Time-Boxing, Value-Based Prioritization, Iterative Development and Collaboration. We used process control and self-organization as we got our conversation rolling. Time-boxing is when you are on a time limit and that is enforced in various ways throughout our project. We demonstrated this by added to the discussion on time. We also prioritized our time and resources with the over-all project. We also used iterative development these projects are broken down into smaller chunks. We demonstrated this by taking large project and putting them into smaller portions to be able get the project done on time. The last thing we demonstrated was collaboration. We came together on the project to make sure we all understood the concept and we got all details in order. We used sprint planning we came together on the roles that were placed out and who would do what. We held a daily scrum meeting in the discussion as well. We also came together on the focus of the specific tasks. We then held a sprint review by holding a conversation with the team on the project. We are now working the retrospective of the project and looking at the bigger picture of it.

Addressing the Scrum-agile for the travel website, the pros are that the details aren’t too complex to understand or implement in then project itself. I would have to say that the con would be change a little bit of direction in the middle of the planning process, but I do feel like it came out way better that way. I do feel like the Scrum-agile approach did help the project be more affective for what we were shooting for. This would be a key a part in the process to future projects and this does help get us set up for that real world experience.

# References

Drapkin, A. (2023, Janurary 18th). *The Key Principles of Scrum in Project Management*. Retrieved from tech.co: https://tech.co/project-management-software/key-principles-scrum