Final Project: Retrospective

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Abstract

This paper explores the different methodologies and stages in software development life cycle (SDLC). A company Chada Tech has considered moving from a waterfall methodology to an agile methodology that uses the Scrum framework, and has chosen my team to pilot this process to design an application for SNHU Travel.

When taking on the project of SNHU Travel agency switching from a waterfall methodology to an agile methodology I had to understand the various role that go along with the change Scrum Master, Product Owner, tester, and Developer in order to complete the task.

The Scrum Master I thought was one of the most important roles to on take not saying the others aren’t but the Scrum Master he/she is more like a facilitator for the Scrum-agile Team “helps those outside the Scrum Team understand which of their interactions with Scrum Team are helpful and which aren’t.” (Cobb, 2015) I consider the Scrum Master the middle man/woman because he/she interacts directly with the Product Owner and Scrum Team which consist of the tester and Developer leading and coaching the organization in its Scrum adoption. As a Scrum Master I organized Daily standup meetings for SNHU Travel agency in order to remove impediments to create the best available product.

The role of Product Owner you are in constant contact with the stakeholders, customers, and Scrum Master to make sure those goals is clear and has good vision. “The Product Owner is responsible for maximizing the value of the product and work of the Development Team.” (Cobb, 2015) As the Product Owner I have to understand Product Backlog to achieve missions and goals set by stakeholders so I received a set of changes from the stakeholder that she wanted to incorporate into the SNHU Travel agency so I had a meeting let the Scrum Team know what needed to be done as the Product Owner I deprioritize other stories in the Product Backlog so that we could focus on the product and get it out in time.

The role of the tester in the Scrum Teams you are there to provide support to the Scrum Team by making updates to the test cases and checking off what was completed and what you need more time on at the Daily standup meetings. As a tester for SNHU Travel agency I receive and send emails to team members on what information I need to complete my task.

The role of the Developer this is a key role of a Scrum Team because they are responsible of developing and creating products so you have to be flexible because it’s your job to detect and fix integration problems continuously so changes arise often so you have to be able to adapt to a customer’s demands. As a Developer for SNHU Travel agency I received a message from the Product Owner that management wanted to make changes and add a detox/wellness travel and was able to keep the same date.

The organizational and Scrum-agile principles that helped the team be successful were Face-to-Face communication and Daily standup meeting this allowed the Scrum Teams to get a visual on what task have been completed and what needs work and able to answer these three questions.

* What did I do yesterday to help meet the Sprint Goal?
* What will I do today to help meet the Sprint Goal?
* What impedes us from meeting the Sprint Goal?

For the SNHU Travel agency we able to have a Daily standup meeting to gather information from the Product Owner on what changes they wanted to incorporate into the application.

The effectiveness of the Scrum-agile approach the pros where that it allowed everyone to come to the Daily standup.

Reference List

Cobb, C. (2015). The Project Manager’s Guide to Mastering Agile: Principles and Practices for an Adaptive Approach. *Business & Economics/Project management, 1*(1), 1-383.