Marshall Cullars

CS 250

Instructor Morrison

12/15/2024

SNHU Travel Project Retrospective

An agile team consists of a product owner, scrum master, tester, and developer. All have different responsibilities to the team, but each is equally as important. Without one portion of the team, we would not be able to achieve our goal. The product owner is the customer advocate on the team. They have direct contact with the stakeholders to ensure that the correct specifications of the product have been communicated to the team. Also, the product owner keeps the team focused on the mission with backlog refinement. Helping to prioritize tasks so that the developer can efficiently create the stakeholder’s vision, but the developer is just as important withing a scrum team. The developer in the agile system is much more than just a worker bee. Along with creating the software or application they take part in the estimations and planning. Within agile the development team is expected to be self-governing. Which places responsibility upon the development team to communicate shortcomings and issues. Efficient communication from the development team to the scrum master will help to limit the number of issues. The scrum master in an agile team is a servant leader. Working more as a coach than a standard leader. Coaching the team members on time management and cross-functionally, and also spending time removing impediments that could hinder the team’s progression. The scrum master also makes sure the daily stand-up meetings are positive and stay within the time limit. Also keeps the teams on topic during the stand-up meetings. Since stand-ups are designed to be short it is key that the team stays on topic so that the necessary information is communicated during the limited time frame.

Finally, the last member of the agile team is the tester. The tester ensures software quality. This is achieved by collaborating with the product owner and development team to create testable examples of desired behavior. It is the duty of the tester to ensure that the application behaves in the correct manner for the customer. The tester may have the most straightforward role on the agile team, but it is just an important at the rest.   
 Every member of the agile team works together to complete user stories. The product owner coordinates with the stakeholder to prioritize user stories to be worked on by the team during the sprint. During the SNHU Travel project Christy created a backlog of prioritized user stories. Also attached to this was a defined detailed list of pass/fail requirements for the tester. Once the development team has created the necessary software for the user story it will be submitted to the tester for checking. Using the defined list of pass/fail requirements the tester will ensure that the software behaves accordingly. Once the software has passed the necessary checks and deemed finished during the backlog refinement process the user story can be removed from the backlog list.

Interruptions happen during any project, but the agile system preaches being flexible. In the middle of software development, the stakeholder decided to change focus of the travel application to focus on detox/wellness. If this was a waterfall-based team it would have been a painful change, but due to agile it was not a difficult change to make. The product owner communicated the change to the develop them. Since the developer within agile are a part of the planning process the developer was able to voice concerns. This open form of communication helped form an efficient plan to make the changes with minimum effort. This situation also highlights how important communication is within a agile team. During module six our group was a team converting to agile from the waterfall where I acted as the product owner. While in this role I was able to communicate the duties of the product owner and my recommendations for agile practices. Also answer clarifying questions of the team so we all could be on the same page.

The agile system seemed to be a good fit for the SNHU Travel project. Agile’s flexibility allowed for changes to be made easily. Also, with the short amount of time for completion the breaking the larger tasks down into smaller user stories helped to keep the team from being overwhelmed. Having the backlog easily accessible for the team made focusing efforts easy. All that is to say agile was a good fit for this project. Although as a leader it will be my job to decide if it is for future projects. Not every project fits well in the agile methodology, but that is also a trait from agile is to be flexible.