Final Project Retrospective

This is going to be a Sprint Review and Retrospective on the process throughout this development period. From working as a Scrum Master, we can begin that the organization of all the events and sprint planning for this period is integral to our goal as a team. Laying out meetings and the initial Sprint period planning where all the team members would be given their jobs and goals. Along with this we would end this Sprint period with a Sprint review where we will review the process and strategies that worked best along with the product backlog.

Secondly would be the Product Owner. Working together with the product owner they were a very important part of understanding the needs of the stake holders and end product users. They laid out the groundwork of the overall development process and what the project would need to accomplish. They were also responsible for making sure that this project could become a workable product for the stake holders, and they utilized the creation of a user story document for the SNHU travel project where they laid out in flat and understandable terms what the end users required and what criteria would need to be reached for it to be considered a success. Also, the user stories were very important to our process because they came directly from the interpretation of the stakeholder’s wants and needs.

Next would be the tester. The tester was responsible for building test cases from the user stories built by the product owner. They built the test cases based on these user stories and used the criteria and laid out the what the development team would need to reach to reach the criteria of the user stories. They also kept in contact with both the development team and the product owner to keep up with the requirements of the product and if the test cases were reaching their” Pass or Fail” acceptance criteria.

Lastly would be the development team. Of course, all team members to me have equal importance and if one part of the team is lacking then entire team is lacking. The development team was responsible for of course building the actual product itself. But also, they kept in contact with the tester and, I would encourage them to seek a good helpful amount of feedback that the product owner could get from the stake holders and product backlog. They also stayed in touch with the tester to get more detailed feedback on how the current stage of development meets the requirements of the success criteria and the effectiveness of these goals.

The scrum team and agile approach to the Software development life cycle was very important to reaching the completion of each user story. The fact that the Agile development approach is so flexible allowed for the layout of the user stories and was able to set each user story in what the basic acceptance criteria is and also the ranking of the size would allow the flexible team to tackle each story based on difficulty. This is possible due to the was the team is structured and allows for constant improvement and the use of the product backlog. When building the user stories the use of the project size category would really help out in planning the processes in which to tackle the project as a whole.

This flexibility of the Agile approach is also great for when the project changed direction. Since each member of the team has a set role and meetings are laid out before the sprint period so when the project takes a turn the entire team is on the same page at the same time and can work together as a cohesive unit. When requirements of the SNHU travel project changed the agile development approach allowed for quick changes as all members new their job and everything from user stories to test could be changed and laid back out quickly.

The use of story estimation could be an effective tool during these changes where the basis for the time of completion is more effective than hours to complete. The fact that with the use of level of difficulty to complete in story estimations never change this allows for a much more stable standard to base the team’s success on. Along with this there are some agile principles and organization tools that were integral as well. From my point of view Scrum events were the most effective communication processes. These meeting get either the entire teams or members of each group together to rundown the requirements. These meetings are also much more effective due to the fact they role all other meetings into one and are planned at the initial Sprint planning period. This cuts down on unnecessary stops for meeting that are unplanned. My group I was in also stayed in contact with email just to give quick updates and quick communication on what would be needed for the project. Along with this Azure Boards are an effective communication tool with the benefit of portfolio management could be utilized greatly.

Some of the pros and cons of a Scrum-Agile based approach would be the fact that any project no matter the size, even large-scale ones, could be broken down into smaller chunks into the manageable Sprints that are planned at the beginning of periods. Also, the efforts of all team member are visible during the entire process due to the constant communication and feedback. But some cons could be like I stated earlier the team is only as strong as the weakest point. If some members aren’t cooperating with the rest of the team, then the entire project suffers. And with this also experienced team members would be preferable to newer ones as the newer ones would need time to learn the methodology.

I would still recommend the use of a Scrum-Agile based approach for the SNHU travel project for some of the basic principles such as the creation and use of user stories and even if the project changes or grows in scale these changes wont matter with a well experienced and cooperative team that utilizes all the tools to their advantage.