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Module 7 Final Project

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Sprint Review and Retrospective

There were many roles that were very important to the creation of the SNHU Travel project. These roles are the Product Owner, Scrum Master, Developers, and Product Tester. In order for there to be a successful project, all of these roles must be in close communication and work together very well. Full collaboration and effective communication between these roles are vital to creating a successful product that the product owner can feel confident with. In this case, each role had a job and a task that I will outline in this journal.

The product owner was a very important backbone structure in the project. The product owner met with the project’s shareholders and customers to create very useful and important user stories for the developers to work with and implement. These created goals for the developers to work towards and gave the project direction. They created a list of items that were absolutely required and things that they wanted to see implemented into the project. The product owner took these useful insights and ideas and grouped them up to consolidate them into one useful user story. Creating the user profile simplified this process and allowed the product owner to get a very centralized idea of a direction for the project.

The scrum master is also a very important role to the project. The scrum master makes sure that the team members were fully involved and know what was going on at all points in the development process. The scrum master had daily debriefings that took the form of the daily scrum. This meeting ensured that all of the developers would be on the same page and that everyone would be kept on track. It also was a good time for everyone to share their progress and what they were currently working on. The scrum master needs to effectively manage the development team throughout the project to ensure that everything is running as smoothly as possible.

The developers are a fundamental part of the development cycle. They are the people who are taking user stories from the product owner and the scrum master and work on them according to their prioritization. At some point in the project, the development of the user story changed from a website orientation to a PowerPoint display. Because of this, a lot of work on the part of the developers had to be edited and reworked. Although this took up a lot of man hours, the scrum master was able to keep everyone on track and development continued efficiently. The morale of the developers is also very important to keep in mind since they are a core fundamental part of the development process.

The last vital component of the development team are the product testers. The product testers are equipped with a checklist containing elements of the user stories. These checklists will usually have requirements which must be met in order to have a correctly functioning product. The product testers test these requirements and use quick and open communication with the development team to make sure the progress of the project is kept on track.

The scrum-agile approach to this project ensured that it was a very efficient and effective process. Because we were using the scrum-agile method and not the waterfall methodology, the development team knew of changes that were made to the project – such as converting to a PowerPoint. In the waterfall methodology, the whole website would have probably been created, but the team would have been informed of the change too late and more work would have been wasted. The daily scrum helped to open and improve lines of communication between the team and ensured that any issues that were present were tackled appropriately.

I held Question and Answer sessions in order to keep everyone involved up to date on the current state of the project. I think that the scrum-agile approach was the best situation for the SNHU Travel project to be in since this methodology relies on good communication. Effective communication is vital to the project and this orientation allowed the framework for quick, easy, and effective communication across all levels and individuals of the development team. There were a lot of pros towards using the agile method. I already mentioned a lot of pros such as effective communication and realistic timelines, however the only con that I can think of for the agile methodology would be how hard it is to start up. For example, daily scrum meetings may be hard to transition to until it becomes a part of everyone’s daily routine.