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CS-250

Sprint Review and Retrospective

Every role in the agile-development process serves its own specific purpose in helping to achieve the overall goal of a finely polished and efficiently created piece of software. Throughout the development of the SNHU travel project, every role was given a task, relevant to their position within the hierarchy of the agile process, to achieve. However, each role sort of built upon the other. That is to say, every role in the process requires something from the role that precedes it in the hierarchy.

So, starting from the top of the hierarchy of the agile-development process and moving downwards, the product owner is the first step in the chain of development. The product owner in this case needs to translate the desires of the client, into usable information for the scrum master to then disseminate to the rest of the development team and testers. For the SNHU travel project, the product owner’s role took the form of translating the clients’ requests and desires, into a product backlog of user stories, wherein each request was well defined and cohesively put together to help demonstrate what the end product functionalities should entail. The scrum master was then tasked with outlining the development process itself. Figuring out how to pace scrum events, like daily meetings and assigning deadlines, and consider how best to support the development team during the sprint to final product creation. The scrum master is focused first and foremost on efficiency and removing any roadblocks that may hinder the speed and effectiveness of development. Specifically, this role manifested in the creation of a team charter, where the guidelines for the process of development could be presented to the development team and agreed upon as a group. This also ensures that there is group and personal responsibility when it comes to achieving certain milestones in the development process, and daily scrum meetings will then make sure that everyone stays on track and the same page. Next, the tester is responsible with coordinating with the product owner to ensure that the user stories and client’s requirements are met according to how they were written within the product backlog. The tester has a big responsibility when it comes to coordinating development, and in this case for development of the SNHU travel project, the tester takes the first step towards actual development of the program by creating test cases for each of the user stories presented in the backlog that was created by the product owner. In a sense, these are the indicators of whether or not the final product is functioning as intended or even what the client expected to receive. Finally, the developers begin writing the code that should satisfy each of these test cases laid out by the tester. For the SNHU travel project, this role encountered the most dynamic variables, in the sense that there were various changes the development team had to adapt to.

As much as the agile-development process is based on efficiency, it also places paramount importance on flexibility. The role of the developer is the most frequently effected when new user needs and desires eventually filter down through the hierarchy of the development process, from the product owner on down. As the focus of the program went from generally having the functionalities that would allow users to book a vacation or list their favorite vacations according to their interests, among others, to being more focused on detox and wellness vacations, the developers needed to adapt by creating a list of vacations more in line with the new requirements. Thanks to the foundation of the agile-development process being based on flexibility, there was no need to alter deadlines or deny the client’s new requests simply because it affected the workflow of the team. Agile is all about adaptation and the process is designed to be able to handle many externalities that may not have been foreseen during the planning process or user story generation phase of development.

One of the more important aspects of agile, is also the amount of emphasis placed on communication between team members and collaboration. Through establishing daily scrum meetings as the scrum master did for this project, it allows for everyone to stay up to date on the latest requirements for the project as well as understand everyone’s role more clearly and what each of the team members have accomplished so far. There is also something to be said of simple email communication. For instance, during the write up for the test cases, the tester was required to also develop a test case for the inclusion of cross functionalities for an SNHU travel mobile app, as well as outline the other requirements. Sending clarifying emails to the product owner, in this case, was essential in ensuring that the product was going to include the newly desired functionalities. Asking simple questions like, “Do you mind clarifying your ambitions for the mobile app’s functions and uses with the website?”, allows for the tester to then get a more concise idea of just how they should develop the test cases for the developers down the line to work towards achieving.

Throughout this review, I have touched on a few of the important principles that allowed for the development of the SNHU travel project to work as smoothly possible. Understanding each other’s roles in the process, through an emphasis on collaboration is key in designing the individual steps of the process in a way that is clear and concise for everyone to follow. These steps can then be better organized and conveyed through the use of organizational tools that can take many forms. For example, in this project through creating test cases that were partitioned and defined clearly in Microsoft Excel, allowed for the amount of time it takes to attain comprehension of the information to be reduced greatly and speed up the development process as well.

In all, the scrum agile process was conducive to bevy of advantages that manifested in various ways. For one, the emphasis on communication and flexibility, meant that the development process was less stressful for everyone involved, client and scrum team members alike. However, there are some caveats to the process. Predominantly, the amount of time it may take to get used to working via such a different form of development, when compared to the traditional waterfall method. But the scrum agile process was definitely the better way to go for the SNHU travel project. The pervasive collaboration allowed for a smooth development process that could also navigate the murky waters of having to adjust to new or changing requirements that may occur down the line. Unforeseen roadblocks were mitigated with ease, and the development of the final product was developed with ease and satisfied the client’s requirements however much they may have changed along the way.