Sprint Review and Retrospective

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To demonstrate how the various roles on my Scrum-agile Team

Let us begin with the product owner. The product owner is the one responsible for the delivery of the product to the client. They are expected to deliver the product with the expectations of the clients’ needs or wants. So as the development of the software begins and ends the product owner will often monitor the progress of the team. They will also keep everyone up to date on the clients needs as they progress as well as keeping the stakeholders up to date on the team’s progress. It is also common that the product owner will not show up to every meeting that the development team has but will contact the scrum master if there is anything they need to know.

The scrum master is the person who plays the middleman between the team and the product owner. The scrum master will also hold many meetings and adjust the schedules of the meetings if there were to ever be a project big enough that has a lot of information or user stories involved in the SDLC. Throughout a typical work day the scrum master will collect data and status updates from the team so the process is always well documented. The scrum master may not be a technical person or know much about coding but will address any issues that their team is facing. The scrum master is the manager of the team with the ability to lead the team in the right direction should there be a call for it.

Now for the backbone of the team for the SDLC. These members will often contain your tech lead, developers, and testers. They are the ones who build the software to the expectations given to them from their meetings and sprint planning. These guys are responsible for maintaining communication with not only the scrum master and product owner but also amongst themselves. Having good communication and logging of their activities will help their team members address the problems that may arise during the process. The tech leads will be the go-to guys for the team if they are having issues with their coding. The testers are exactly that, once the development reaches the point for deployment of testing, the testers will develop a code to test the build to ensure that the software is functioning properly.

# Scrum-agile approach to the SDLC

Now if you compare the waterfall method to the agile approach, you can see the difference between their approaches. Having had a first hand experience in a class room setting, I can say that having the recources of an Agile methodology really helps improve the development of the product. The Product owner, scrum master, and development team all play a vital role. The communication that happens with in the team is the most crucial part in the SDLC. Having roles designated for every portion is critical to developing the product in a way that creates unity and seamless work. The Product owner will collect the data from the potential users as we seen in the short videos. While this data has been collected, it then will be catalogged and distributed the team so eveyone is one board.

The many phases that are involved in the SDLC, They are all met with reviews and spot checks from the scrum master and product owner. Where as waterfall is checked in the same manner but the development stops in each phase before it can progress to the next phase. The one key element to the success of an agile team are the scrum meetings. These are essential for the team to catch up on each others progress and issues. These meetings are the best opportunity for excellent commincation and checks that the process is progressing as expected. Every company now matter how big or small should always keep logs. Logging one’s own progress during their day is also important to see what has been done and keep the team from back tracking.

# Scrum-agile approach for the SNHU Travel Project

Now that we have gotten most of the various roles, approaches, and support of an agile method out of the way, let’s get into its effectiveness on the project. In my own personal view, an agile approach didn’t seem all that necessary given a website is not big enough for a huge team of developers. It was really good practice to see how it would work given a project that was large in scale like a video game or operating system. One pro for sure though, is that our classes are only 8 weeks long and we definitely need the speed and accuracy of an agile methodology. It also allowed us to see the project develop a lot faster than a waterfall method would allow. Having gained the knowledge to see what an agile method would be like is worth having.

***Agile Methodology:***

A practice that promotes continuous iterations of development and testing through out the SDLC.

***Advantages:***

Suitable for large and complex projects.

Clients do not need to wait a long time to see the project.

Requirements are dynamic.

***Disadvantages:***

The cost of the projects are not fixed.

Given these simple advantagesand disadvantages and judging the complexity of the SNHU travel project. I would not deem this project in need of an agile approach. I see that it only a website and from my coding experience it wouldn’t take that long for a water method to give us the exact same outcome and the time to complete it.