Final project: Sprint Retrospective

When it comes to reviewing all of the different groups within the scrum-agile team for the SNHU travel project it would not have been possible if any of them were missing or did not carry their weight. The project manager was in communication with the stakeholders and the end user from the start of the project to make sure that we were delivering what they were expecting. Another thing that the project manager did during the travel project was lead the team to switching gear when the stakeholders wanted the travel site to focus more on wellness and mental health. The project manager changed up the backlog to go with the new direction of the website. The scrum master made sure that the rest of the team had everything they needed and nothing was getting in there way from doing their work. The one thing that the scrum master did that really stood out to me was in one of the scrum meetings they talked about how they changed the blinds because the sun was distracting the development team. This just shows how the scrum master was not going to allow any distraction to happen even if it didn’t directly help move the project forward. The development team did all of the work. They were focused on making sure that all of the data bases for each vacation spots were created correctly and that the code was working with out breaking. The one thing that stood out to me with the development team was during the scrum stand up when one of the developers instantly jumped in and said they would do peer programing with one of the other developers who was task with data base design because they weren’t as comfortable with programming in that area. This shows that the team had all different skill sets and were willing to jump in and help each other, which is the sign of an amazing development team. The testers role in this project was to create test that would make sure that the program was working the way the stakeholders and end users expected it to run. In the SNHU travel project the part that really stood out to me was when the changes were happen and the tester stood up and let the development team and the project manager know that he was going to recreate the tests so that it would capture that changes that the stakeholders and end users were looking for.

The agile approach helped the software development life cycle (SDLC) users’ stories come to completion in the following ways. One of the ways that the agile approach helps with in the SDLC was ranking the user stories based on important and how much resources each user story would need. This helped out with the backlog planning so that they could focus more on the most important and most resources first knowing that this would take the longest and need the most manpower. Another way the agile approach help with the user stories was by being flexible. Near the end of the project some of the ideas on what the website function was going to be changed and because we were using the agile method, we were able to change the work that needed to be done on the fly to make that stakeholders and end users happy by giving them exactly what they were looking for. The last example that I am going to give on how the agile approached helped the users stories was through communication. We were able to derive the user stories because using the agile method. With the agile method you are in constant communication with the end users with what they are looking for and what they want to see the ending software do. Through these meetings we were able to see exactly what the stakeholders and end users wanted creating the user’s stories in the first place.

Using the agile approach was one of the reasons we were able to complete the project in a timely manner even though the project was interrupted with the change of directions. The stakeholders and end users wanted the travel site to be more focused on mental health and wellbeing to give them the competitive advantage over there competition because they noticed that is the way the market was heading. Using the agile approach, we were able to catch that this is the direction that they wanted to head thanks to the constant communication. Using the agile approach also allowed the entire SNHU travel scrum team to change directions in a flash. Due to the nature of the agile methodology, we were able to put a stop to the website creating go back to the drawing board and organize the backlog to change direction in a flash giving the stakeholders and end users what they were looking for.

Communication was key in making sure that the travel site was completed on time and delivered everything that the stakeholders and end users were looking for. We started out with communicating with the users by seeing what they wanted the website to do. Internally communication was also amazing through the use of scrum stand ups every morning. We were able to see what everyone was working on and all of the difficulties that they were running into. This allowed us to jump in and help to make sure that the issues that arise would not slow down the overall project. Within the scrum sprints we were able to plan out the sprint ahead of time to prioritize the work that needed to get done first and what was most important to get done right away. Finally, the scrum review was also extremely helpful because we were able to see all of the things that went well and all of the things that did not work. This is valuable information because we can now carry that information to future projects making the run smoother and more efficient.

The tools that we used within the project were also a major help in making sure that the project was completed on time and within scope. The user story boards allowed us to lay out all of the items that needed to be completed and prioritize them based on size and resources. This allowed us to see all of the work that needed to be completed making it easier for everyone on the team to see the entire scope of the project. Another tool that we used was the used of eclipse and JAR files. This allowed us as the development team to start laying out the website for the project manager and the stakeholders to see, so they can discuss changes or give us the green light to keep moving along. This was also helpful because we were able to run tests throughout the project to make sure the software was working as expected. It would have been a complete nightmare if we waited until the end to start running the tests. There could have been so many issues that were not discovered until the end which could have caused months of bug fixes.

Overall using the scrum agile approach with this project was the right decision. There were just to many uncertainties for the waterfall method to work with this project. The biggest pros to using the agile approach were communication with the stakeholders, the flexibility, and reduce of risk. Without the agile approach there is no way we would have been able to change the direction of the site which would have allowed our competition to gain the advantage and adapt to the ever change market leaving us in the dust. The only real con to using this approach was we did not have a concrete plan and all of the resources we needed allocated to us at the begging, but the pros of the agile approaches vastly out weight the cons and having to chose a method again I would without question pick agile again.