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CS 250

Final Project

Retrospective

During my time working on the SNHU Travel project I was able to take on the various roles of the Scrum team and understand each one individually. The first role I took on was the role of the Scrum Master. The Scrum Master organizes the team, the schedule and is the glue holding it all together. They oversee daily meetings and make sure the team is on the right track. This was crucial for the Travel project and helped the team stay on track. The Scrum Master also works alongside the Product Owner to establish the next steps.

The Product Owner was the next role to be filled. The Product Owner directly works with the customer, gathering feedback and expectations. This is crucial as the customer is the key to getting the kind of product they want and need. During the SNHU Travel project we were able to get the customers’ needs and wants easily because of the Product Owners’ close relationship with the customer. The Product Owner is also responsible for creating the user stories and creating the product backlog. Meeting with potential users and finding out the kind of features they would like to see is crucial in making a successful product. Being able to do this made it easy to create the user stories and helped the team start working on the project right away.

The next role I took on was the Tester. The Tester helps the team by seeing what needs to be improved by testing the product throughout Development. During the Scrum-Agile approach testing is done throughout to ensure that when something does fail it can be picked up fast and fixed quickly. During the SNHU Travel project the Tester was able to successfully test the website once we had to change things on the fly with no issues.

The Developer role was the next role I had to fill. The Developer oversees establishing the clients needs and delivering the deliverables. They design and test the software, interact with users and product owners to clarify requirements. While taking on the role as developer we came into changes to the product. I had to communicate with the Product Owner and Tester to understand and develop these changes into the project. Using an Agile approach, we were able to effectively make these changes as the Developer and communicate with the team effectively.

The Scrum-Agile approach helped fulfill the user stories because this allowed for continuous feedback with the customer. The Product Owner was then able to relate the feedback to the team and make a desirable product. This approach also allowed us to adjust on the fly and be flexible when having to make changes. This ultimately made the SNHU Travel project a success. If we used the waterfall method, we wouldn’t have had this flexibility, and the project would have come into many setbacks.

Being able to communicate effectively with team members is a crucial part of the Scrum-Agile method. During the SNHU Travel project I had to communicate with team members to discuss changes and concerns. With this method I was able to communicate to the team and proceed with the project and succeed. During my role as the Developer, we came across some changes that needed to be addressed and I had to email the Product Owner and Tester to confirm and discuss these changes with them. In my email I voiced my concerns and questions and suggested collaboration going forward to discuss these changes.

“Dear Christy and Brian,

Considering the recent changes, I suggest that we should schedule some short meetings throughout the week to ensure we are all on the same page. It’s important we communicate through this process of change! I would also add, Christy, that we rewrite the user stories and update them to our changes, and we can discuss these during the meetings. Brian, we need to Test the project once these changes are made to ensure its running just as smooth as it was before.

Thank you,

Sam “

Within Agile there are tools and principles to be used all contributing to the success of a project and to the team. These tools help the team communicate and stay organized on the project. Some of these tools and principles are daily stand ups, user stories, backlogs, test cases and sprints. All these tools and principles contribute to the success of a Scum-Agile team.

The Scrum-Agile approach to the SNHU Travle project was very effective in getting the job done. From constant communication within the team and the customer, to being flexible in our work, it ensures that the project will get done and be the product that the customer wants. I did not see any cons to this method and believe it is the better choice for any kind of project moving forward.