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CS-250

Final Project Retrospective

- **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.**
  - Throughout this project and previous experiences, I have had the opportunity to get to know multiple different forms of the software development lifecycle but the one that has stood out to me the most is Agile Scrum. The team roles are comprised of the product owner, scrum master, developers and testers. All these members form a self-sufficient team that works with each other to create a product that is highly efficient and done in a faster time than other traditional development cycles.
  - The ***product owner*** is the main connection between shareholders and clients with the team itself. Communication between the product owner and the customers can be vital to understanding what the target audience is truly looking for from the product itself. The product owner then relays this information to the Scrum Master who reports back to the team and handles the logistics. The product owner also comes up with the idea for the project originally, so they are the ones that come up with new ideas and give input on what they believe the final product should be in the end.
  - The ***Scrum Master*** is essentially the second in charge and is responsible for managing the testers and developers. They keep the team on schedule and organize the daily scrum meetings, the scrum master should ask the three essential

scrum meeting questions that are what did you accomplish yesterday? What are you going to accomplish today? What obstacles are in your way? This allows the Scrum Master to get a feel for where the team is by checking their individual progress and coming up with solutions that will allow team members to solve their problems and continue progress with the product.

- **Developers** are the keys to getting a project up and running to its full potential, each team consists of no more than 4-6 developers, and they all address story points and look in the backlog to see which tasks need to be focused on and addressed. They will write the code for the product and take input from the Scrum master on what needs to be done to ensure the project's success. The developers work closely with the testers to see what flaws lie in the programs they have already created. This input gives them a clear plan of what they need to do in order to increase the value of the product in the consumer and shareholders' eyes.
- **Testers** are an essential part of the Agile process and give valuable feedback on problems a program has, what is good about the program and what is bad about the program. With this knowledge the developers can address the vital points of emphasis that will allow the product to flourish. Testers will run a series of test cases on certain features in the product and they give a report to the team outlining things that need to be changed, while the testers hold a lot of weight it is also important for a developer to know when a tester is asking too much of them.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.**

The Agile Scrum approach allowed for the team to break down each individual portion of the project, using our daily scrum meetings we addressed what needed to be done by taking the information from the Product Owner and then having our team take the user stories and begin to build from the information received. Agile allows for effortless communication between the team which in turn allows for efficient work because through daily meetings problems can be solved and a path to the end goal can be built day by day. The estimation practices also allow for user stories to be broken down and analyzed to see their overall difficulty and the amount of attention that is required from the development team for it to become a fully functional feature.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.**

Agile scrum is such a great workflow because of its ability to adapt to change so constantly, the work is so evenly distributed that it allows developers to help each other when it comes to the bigger user stories that projects have to offer. Compared to other workflows such as waterfall that have very rigid guidelines about the project and the plans that were designed from the start, Agile has the ability to be flexible and is subject to change at any point in the process. It is not uncommon for features in a project to be rearranged in the to do list because a new feature has arisen that requires more attention than the user stories that were previously being worked on, this is what makes Agile so appealing no changes are fully set in stone and features can be implemented without changing the overall timeline of the project. A time we had to readjust in SNHU Travel is when the product owner wanted us to include health/detox trips because they were trending in the vacation world at the moment, the development team did a great job readjusting and made the change with minimal effort while staying on our timeline.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication.**

The team's ability to effectively communicate was put to the test many times throughout the project. As stated, before the scrum meetings were essential to the success of this project without those, we wouldn't have been able to create our plan for how we wanted to attack this project. Using the user stories to help us manage the amount of work our development team was seeing allows for better coalition between the team because it doesn't feel like there is a disconnect between the Scrum Master and the ones developing the product. There are times in projects where superiors will just hand down work with no real explanation on what they are expecting and then just set their developers free, and it leads to wasted time and productivity. With SNHU Travel it felt like the team always had a direction we made sure that we were constantly asking ourselves the three main questions of Agile meetings, what did you accomplish yesterday? What are you going to accomplish today? What obstacles are stopping you from completing your goals?

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.**

Some tools that our Agile team used were Kanban boards, this really helped our team get a handle on our ideas because it laid everything out in a manner where people could take responsibility for certain tasks and address what needed to be moved from the backlog to the to do list. Breaking this down like this allows for the team to be more efficient and get tasks that are similar to each other done in a way that prevents them from having to backtrack later on in the project timeline.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

Overall, I believe the Agile approach is perfect for SNHU Travel and would be a great recommendation for other companies to begin using to reduce their project times while still managing to create an efficient product. The principles of communication and flexibility allow for Agile to make work easier for clients and the team itself, with ideas being relayed down the chain of command it allows for the developers to get an exact idea of what is expected of them and then turn that vision into a reality. In other workflow processes where they don't have daily meetings, projects can be pushed back by errors and miscommunication. This is heavily avoided when using Agile and is the main reason why it has become such a standard in today's industry. It sounds insane but there isn't really anything you can complain about with this workflow, any negative you would have with agile is worth the reward you get from using it and other workflows do not hold the same risk/reward balance that Agile does.