Kyle Lund

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Retrospective

Roles

The various roles in the scrum team for the SNHU travel project are the scrum master, product owner, tester, and developers. The scrum masters main goal is to manage the development team and testers and ensure the team runs smoothly, one example they hold and manage daily scrums to keep the team on the same page. The product owner provides the team with information from the client and provides user stories to help guide the team. The product owner also works with the scrum master to help the team by providing feedback and information from the client. The testers are responsible for testing the work provided by the developers and need to make sure all the work meets the clients and users expectations, they work with the product owner to specify the requirements from the user stories. The developers work together to create the desired project of the client. They use the user stories provided by the product owner as a guide on what needs to be created.

User Stories

The users stories were created by using an agile approach. Each role on the scrum agile team was able contribute their own specific work on the travel project. The product owner would specify the specific requirements seen in the user stories. The development team designed and coded the travel program in a way that meets the user stories requirements. Finally the testers made sure the travel program was working as intended and meets all, if not most, of the specifications the user stories asked for. Through communication between the team members each person is able to have some understanding of what is being asked by the user stories. The

scrum agile approach is successful in completing the user stories through cooperation as each role on the scrum agile team had a specific contribution to the project.

Direction Change

During development of the SNHU travel project, there was a change in the direction of top destinations, the client wanted to focus on relaxation and detox instead of popularity. The scrum agile approach is a very flexible method that can allow for changes to take place without too many problems. Unlike the waterfall method there was no need to worry as the project is broken into parts, or mini projects, thus allowing for changes to take place without much difficulty. The one change that was requested did not take long to transition as the developers only needed to change the destinations and descriptions. Most of the code for the travel site stayed the same with the only changes being a different photo for each destinations, A change in the description of the destinations, and a change in the sites background color to match the new theme of relaxation. The scrum agile method was able to allow our team to attack any changes to the project without needing to change the project plan as a whole.

Team Communication

Communication in an scrum agile team is the key to being successful. Each stage of the project begins with sprint planning, this is a meeting with every member of the team where the sprint will be discussed and planned out. This gives the team the general idea of what to expect and how to proceed forward. Everyday the team starts off with a daily scrum where the scrum master starts the process of updating and informing the team of their state in the sprint. In the daily scrum each team member will have a chance to update the team on how far along on their work is and what they plan to do next. This allows for each member to be informed on the stage of the project as well as to provide support or ask for assistance when needed. Keeping everyone on the same page helps us move forward as a team with no one being left behind on the progress. The

sprint review is a key component in communication between the team and stakeholders. For a sprint review we will show our work to the stakeholders, where we will receive input and feedback, as well as informing everyone on the state of the project. The final communication method I want to discuss is the sprint retrospective. The retrospective is used for the agile scrum team to look back on their work and discuss what is working well and what needs improvement. The retrospective is used to help the team to improve and fly past barriers that may have slowed them down in the previous sprint.

Organization Tools

A couple organization tools I want to discuss in an agile scrum method are the user stories and scrum board. The user stories allows the team to break down the project into tasks and find the specific requirements the users are looking for. Since the user stories are written by customers or end users it allows the team to create task priorities based on the users needs. The scrum board allows the team to keep track of the progress of the sprint. The board consists of three sections, to-do, in progress, and completed. The team will use the user stories to create tasks and attach these tasks to the to-do section of the board. Each team member will select a task to work on and move that task to in progress. It will stay there until the team member completes the task and moves it to completed. The point of the scrum board is to show the team how the project is progressing and allows the team to stay organized to avoid doing duplicated work.

Effectiveness of Approach

The pros of the scum agile approach is the flexibility and communication the method allows to the team. If any changes need to be made those changes can take place without derailing the whole project. Communication is constantly being used between all members of the team and no one should be out of touch of the state of the project. The con of the agile approach is the learning curve and difficulty of starting the project. The agile approach worked greatly in the

SNHU travel project as communication and flexibility were needed to succeed. With a travel project trying to advertise to more people, the travel destinations and vacation themes can change at any moment and the agile approach allowed for these changes to take place in a moments notice. Communication was also important as the user stories brought more incite into the requirements and desires the end users are looking for in a travel site. Overall the Agile approach to the travel project was a success.