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CS250 Sprint Review and Retrospective

A Scrum team is typically made up of a few roles, the Scrum Master, the Product Owner, and the Developers. The Scrum Master is the head of the Scrum team. They take up the leading role and hold all of the accountability for the project. Not only that but the Scrum master is there to allow their team to perform at the highest level, as well as protect the team from distractions both internally and externally. Throughout the SNHU Travel Project, the Scrum Master was a crucial team member who allowed the team to stay aligned with the goals of the SNHU Travel project. From holding efficient and meaningful Scrum meetings to keeping the rest of the team members on track and focused, the Scrum Master allowed the Agile method to shine. The Product Owner role on the Scrum Team is a role that delves into the realm of defining strategic and tactical product decisions. These decisions come in the form of the five W’s (who, what, when, where, and why) and play an important role in the vision of the product. The Product Owner allowed the team to stay efficient and motivated by maintaining the backlog throughout the duration of the SNHU Travel project. On top of this, they were responsible for linking up with the client and getting any relevant information that might be needed to keep the project moving forward. The Scrum Developers are the final piece of the puzzle, as they are able to take the work set by the Product Owner and turn it into a reality. Typically utilizing a daily scrum meeting, the developers are able to stay on top of the work done and make sure that everyone is up to date on the progress of the project.

A Scrum-Agile approach supported project completion during the event of an interruption and changed direction simply due to the nature of an Agile-based Scrum team. Since Agile is so efficient and fast-paced, there is always the possibility of unexpected changes or interruptions. For instance, a client may want to change or add something to the project at a moment's notice. Since developers tend to meet on a daily basis and a Scrum team is built around moving pieces, the team would be able to get started working on the request as it falls into the backlog. However, if this moving piece is deemed as less than project-worthy, the Product Owner can move it into the back of the backlog to revisit at another time, as it is their job to determine the importance of features in the final product. During the SNHU Travel project, the client wanted to change from top five destinations to top five wellness and detox vacation spots in order to try and cater to the upcoming tourism market. As this change was a fairly simple one, it was very easy to make that change and satisfy the clients quickly.

Some of the most important tools that my team used for success would be daily scrum and pair programming. With these two alone, we were able to make sure everyone was always on the same page about the project. On top of this, the pair programming allowed us to double-check our work in real-time, essentially saving the time loss of having to read through tons of code later down the line. Most importantly, my team had a great attitude, as well as an aptitude for adapting to our environment. It seemed that we were ready to work and change our mindsets about the project at any moment if needed.

During the Scrum-Agile approach presented for the SNHU Travel project, there were noticeable pros and cons to the approach. Of the pros, the top of the list has to be the fast pace and efficiency of a Scrum-Agile approach. This leads to a better turnaround time and much more informative meetings with the clients and shareholders. Other pros of this approach include pair programming, daily Scrum meetings, and backlog refinement. Between these three, the Scrum-Agile approach becomes somewhat of the clear choice over the Waterfall method. However there are cons to anything, and one that I thought stuck out in this was that fast-paced isn’t always the most efficient. If a project is simple enough, then a fast-paced environment with multiple people might step on each other’s toes while trying to get the job done. While there is an easy fix to this, I think it can still become an issue down the line.

I believe that the Scum-Agile approach was the best for the SNHU Travel project. Not only was it an efficient way to work on the project, but as a team, we were able to break down large chunks into pieces that were much more manageable to work on. On top of this, we did not need to work linearly, leading to a much faster progress update and turnaround. Had we used the Waterfall approach, I believe that the project still would have been completed, but it would have taken much longer and any setbacks that occurred would require a lot more backtracking than we had to do for Agile.

*References*

The Scrum team: Scrum alliance. The Scrum Team | Scrum Alliance. (n.d.). https://resources.scrumalliance.org/Article/scrum-team