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CS-250

Sprint Retrospective

Throughout the duration of the SNHU Travel project, each member provided a substantial amount of help at various points to ensure the efficiency and productivity of the team, both during work required in the sprints, and the discussions held during the scrum meetings. From the tester’s effective use of test cases and user story revisions to the work done by the development team to re-tool features as the goals of the project changed, the entire team managed to come together very well. The fact that testers and developers usually have a closer relationship by virtue of their technical backgrounds only serves to strengthen their productivity from a technical aspect. The product owner made excellent use of communication, both in and out of meetings, in order to make sure that everyone involved with the project, from stakeholders to developers, were on the same page as far as goals. As scrum master, I took charge in leading the scrum meetings, ensuring that there was full transparency, constructive feedback, and clear goals set in mind for the team’s sprints. It was crucial that no questions were left unanswered, and no issues were left unaddressed.

Utilizing Agile methodologies during our sprints made a world of difference in being able to deliver a fully fleshed out and presentable project at the end of the development timeline. The pace was in line with what the team could keep up with because we ensured that any goal needed to be reached would be done in an adequate amount of time, while also allowing adequate time for the rest of the team’s goals. When we were made to change the direction of the project, and the focus shifted from general destination lists to destinations centered around health and wellness, we took the feature changes in stride, analyzing our current workload, and seeing what was necessary to change it. This was encountered again when the shift from a list format to a slide show format, and it was when the developers and testers could shine the most in their effectiveness in revising user stories and test cases. The developers and testers were communicated with as soon as humanly possible, and we were able to re-evaluate the processes necessary to make the changes to the SNHU Travel project.

Communication has always been a key factor in the development of major projects, and this was no exception. Our team was able to consistently address challenges, blockers, and any need for additional clarity they might have. Being able to stay transparent gives a team fuller confidence in their abilities, as well as the quality of the overall project. The planning meetings and backlog trimming provide a bit of relief in that it gives the team a better insight on the progress that has been made, as well as any progress that still needs to be made. Watching tasks move along the Kanban board gives a tangible sense of the project’s completion, while contributing greatly to the team’s organization. I definitely feel that the Agile approach was the best approach for this project, as a methodology like waterfall doesn’t give the necessary flexibility that the team needed, especially when it came to the changes in features, such as the destination slide show change. Most other challenges would have only added time and possible stress had we not employed Scrum Agile methodologies.