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CS250

Final Project

The following paper is a review and retrospective of the SNHU Travel project sprint done by the team at ChadaTech. This review has been prepared by the Scrum master of the team and will cover details of how to sprint went and how Agile principles worked for our team. It will also assess the effectiveness of an Agile approach to projects for the ChadaTech teams and will determine if moving to an all Agile approach could be beneficial for the company.

The first part of the Agile principles that were practiced was having different roles to assist the team. The role of Scrum master assisted the team by providing knowledge of the Scrum and Agile processes and assisting the team with problems when needed. In the early stages of transfer, such as this project, this is a much bigger role but over time this role can shrink in responsibility and can potentially look over multiple teams. The product owner assisted the team by communicating with stakeholders and clients. During the project they were the first person to talk to the client and get a general idea of what they were looking for. They also were able to provide the clients updated wants halfway through the project when the client’s needs changed. The product owner also assists by ensuring stakeholders will continue to fund the team by showing them working examples of the project as they are completed. The tester role is user in Agile to run tests as code is completed before the development in the project reaches the end. In the agile approach testing is done constantly so that if any problem may arise it can be dealt with within the sprint. In our project our tester created test cases to ensure that the product was working correctly any time there may be a change in the code. The final part of the Agile team is the developers. These make up a majority of the team and can also take up other roles such as a tester. The development team is responsible for taking user stories and creating working code that fulfills the needs of the user story. In our sprint the developers created code that displayed a slideshow with the top 5 health and wellness destinations.

The use of user stories allowed our developers to better create code that would match the client’s needs. As the user story is told from the point of view of an end user it gives us a better view of what it is that the user wants. An example of this in our sprit would be the from the client meeting the product owner held with some of the biggest clients for SNHU travel. This meeting allowed for user stories on what the clients wanted rather than the team just deciding what they think the client might want, like in a traditional waterfall method.

The Agile approach allowed the development team to shift direction halfway through the project and still maintain the original timeline. About halfway through the sprint the client decided to change their design from the top 5 destinations in general to the top 5 health and wellness vacations. Because of the agile method and meeting with the client and product owner this change in direction was noticed early on and did not have a big impact on development time. In a traditional waterfall method this change in what the client wants may not be discovered until the end of product development when changes would be much harder to make.

Our collaboration as a team on this project is shown through the some of the emails sent between team members throughout the sprint. These emails allowed team members to ask one another about any questions they may have and to help each other perform their roles. The emails between the tester and the product owner and the tester and the developer show how this communication can allow any member of the team to be more involved in another role. This allows for greater flexibility within the team as all team members should know how to work in any role in the team. Another form of communication was using information radiators. With the use of these radiators the team was able to see what other team members were working on and what has been accomplished already.

I believe that the Agile approach would be very effective for ChadaTech to implement further in the company. In the project done by the Agile test team we were able to achieve a higher satisfaction of the client by being able to adapt to the changing needs of the client during the project. We were also able to communicate more efficiently and automate some parts of the testing. I believe that the Agile approach was the best approach to take for the SNHU travel project for these reasons. One of the few cons I can see of the Agile approach is that it may be harder to create a timeline estimate for the client but this can be slightly alleviated by being able to give the client working examples of the code during development.