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08/13/2023

CS-250

As the Scrum master, it is my duty to guarantee that my team keeps to the timeline while also adhering to the standards and criteria that have been set by the industry. In addition to this, it is vital for me to play the function of a conduit through which I may interact with the Product owner in order to get an understanding of what is expected in the product vision and what the consumer wants the final product to look like. When that is over, I will take the information that I have gained in that meeting and relay it to the team that handles the development of it. But before any of that can occur, the owner of the product must take the information that I have and define the qualities of the product as well as its goals. Additionally, the product owner handles managing the product backlog, developing user stories, and, finally, producing items for the backlog.

During the process of building product features for the SNHU Travel project, our primary goal was to highlight five main locations that we thought people would be interested in, in addition to a few of our very own distinctive features. This was in addition to the fact that we wanted to emphasize a few of our very own distinctive aspects. In the end, the concept morphed into an exhibition of the top five places or vacation types that were themed around detoxification and spa treatments. This modification was carried out with the assistance of the suggestions made by the client. When creating the backlog, the Product owner assigns a specific order to each of the features that are to be included. Because of this, the items that have the greatest importance are moved to the top of the list, and the other features are placed below them. This not only ensures that the things the client and end users want the most are carried out, but it also helps to break up the work so that more tasks may be completed successfully. In addition to this, it is the product owner's responsibility to write user stories to offer the development team a better grasp of the reasoning behind each feature that must be implemented. If we look at the SNHU Travel project as an example of this, one of the pieces that was included in this project was labeled "Top 5 or 10 destinations." The following is an excerpt from the accompanying statement that can be found with this article: "As an end user, I want to be able to see a top 5 or 10 list of destinations, so that I can see ideal travel spots based off of my profile settings and the preferences of other people with the same tastes." The developers can understand the reasoning behind a product because of this, which helps them to have a better understanding of how customers and end users expect it to perform.

The Scrum Master will be able to start planning sprints for the development team to work on after they have bought all the information that is needed to fully brief the team. These iterative intervals of work are referred to as sprints, and they consist of tasks that the team feels can finish in a time ranging from one to four weeks. These iterative "sprints," which may be repeated if the input from the customer or the people using the product shows that it is essential, are what I would refer to as the "backbone" of the whole agile process. The feedback from the customer or the people using the product may suggest that it is necessary. Similarly, in the SNHU Travel project, we had to change the kind of vacation that we had planned to deliver since the customer thought that the kind of vacation that they had asked was the kind of holiday that many people are looking for right now. In addition to this, it is the responsibility of the Scrum Master to aid the development team in the conduct of daily meetings during which the members may discuss their progress, goals, and challenges. As a result of this, opportunities for other possible developers who could be familiar with a solution to a problem have become available.

The Scrum Masters are responsible for making sure that the development team has access to all of the resources that are required for them to work effectively and without any disruptions. As soon as the members of the development team have successfully finished a sprint, the testers will begin evaluating the functionality of the product. They will provide the development team with a pass/fail advice for the team members to be aware of what it is that they should be working on. In addition to offering constructive feedback to the developers, testers have the flexibility to challenge the product owner for more clarification in situations in which they lack clarity about a particular topic. Writing user stories is made simpler by the application of the Scrum-agile approach to the Software Development Life Cycle, which is more often referred to as the SDLC. At this step, we are reviewing the features that the client wants to have included in their product and ordering these components in line with a priority that has been decided. The higher the priority, the more strongly it implies that this project ought to be finished before moving on to anything else. If the customer does not want one of the features that you feel they may want, then basing your choices on what you are presented rather than trying to forecast what features they may desire, might lead to complications in the future.

While we were amid designing our user stories for the SNHU Travel project, the client provided us with feedback proposing that we change the types of vacations that are offered. Due to the flexibility of the scrum-agile process, this adjustment was able to be implemented in a manner that needed little effort. The scrum-agile approach was able to allow the completion of the project even after it was paused, and its direction was changed. This was made possible by the combination of the two methodologies. As I said before, this was straightforward to achieve because of the flexibility of agile and the possibility of using input from the customer or end users to make improvements to the product at specified intervals. This was made possible by the capability of using input from the customer or end users. As the owner of the product, it was my duty to develop user stories that the testing team could use to supply feedback on which elements of the product worked well and which did not. In addition, I was able to produce a list of three features that ought to be included in the SNHU Travel project so that the development team would have something to work with. This was done to ensure that the development team would have something to work on.

In my role as Product owner, it was also my obligation to communicate these needs to the scrum Master. The scrum master, in turn, was accountable for communicating these requirements to the development team. During the time that I spent working as a Scrum master, I was able to provide the development team that was working on the SNHU Travel project with information about the client's anticipated objectives, features, and comments. I was able to do this because I had access to the Scrum board. I was able to make sure that everything went well for the development team and always keep the team on schedule. When scrum meetings are conducted, it is much simpler to support the cohesiveness of the team, as well as to communicate critically vital information and updates in a prompt way. Because of the function that I play as a tester, I was able to provide the development team insightful feedback on the work that they were doing while simultaneously having conversations with the product owner about certain issues that need more explanation.

The higher degree of organization and success that this team had with the SNHU Travel project may be attributed, in part, to their involvement in Scrum activities. As a result of these incidents, we were able to break the task down into manageable chunks that the development team could work on while still completing the work within the distributed amount of time. At the meeting to design the sprint, the members of the development team, the person who owns the product, and the Scrum Master should all be present. At this meeting, the high-priority work features and the goal for the sprint should be set in conjunction with one another.

The development team engages in a number of helpful events, one of which is the daily scrum. During this occasion, they come together with one another daily for a period of fifteen minutes. During this time, everyone gets the chance to talk about their achievements, their goals, and the difficulties they've faced. It is workable to hold separate meetings, preferably after the event, to investigate the possibility of overcoming any hurdles. During the sprint review, the customer and any other stakeholders who have a stake in the project are encouraged to share their feedback with the scrum team. This feedback will be helpful in changing the project to better meet the expectations of the end user as well as the client.

In conclusion, the sprint retrospective will be a reflection on the process, including a discussion of which elements of the production of sprints went well and which areas have space for improvement in the future. The scrum-agile approach was successful in terms of the amount of efficiency and effectiveness it supported the SNHU Travel project. Despite the unexpected turn of events that occurred right at the very end of the project, we were able to successfully complete it without running into any substantial obstacles because of our ability to swiftly adjust to changing circumstances. During this project, using an agile and scrum approach supplied a lot of advantages. One of these advantages was that teams were able to complete their work in a shorter amount of time, which resulted in cost and time savings. Large projects might be broken down into smaller, more manageable chunks to avoid the crew being overwhelmed. When the team gets together for scrum meetings, they are given extra information that helps throw light on what is going on. It is possible that some people will have a tough time adapting to this change, which might result in the project's failure if the affected individuals choose not to cooperate or remain dedicated to it. One of the potential drawbacks of the scrum and agile approach is that it may be difficult for certain individuals to adjust to the new way of doing things. I believe the SNHU Travel project was better off for having adopted the scrum-agile method and used the tools that went along with it.