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**Final Project**

The scrum agile method is very team oriented and is used to implement the core principles of the agile methodology. Charles G. Cobb states these principles as 1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software, 2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage, 3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale, 4. Business people and developers must work together daily throughout the project, 5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done, 6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation, 7. Working software is the primary measure of progress. 8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely. 9. Continuous attention to technical excellence and good design enhances agility, 10. Simplicity--the art of maximizing the amount of work not done--is essential, 11. The best architectures, requirements, and designs emerge from self-organizing teams, 12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly (2015). Throughout this project each of these principles were demonstrated.

In a scrum team there are three main roles. These roles are 1. Product owner, 2. Scrum master, and 3. Scrum team. The scrum team can be further broken down into separate roles such as developer and tester as demonstrated in this project. According to Cobb (2015), the Product Owner is responsible for gathering the customers needs and preparing the product backlog. For this project, Christy was the project manager and she did this through an initial client meeting and various focus groups throughout the project to gather feedback. The second role is a Scrum Master. Cobb (2015) states that this role is about leading and coaching the development team if scrum isn’t already understood, planning scrum implementation, and helping employees and stakeholders understand and enact scrum product development. He or she is a facilitator. In this project Ron was our Scrum Master and he worked with Christy to gather the requirements from the customers and communicated their thoughts to the development team. The last role is the development team. These are the professionals who do the work to create the actual product. “The idealistic view is that everyone on the team is equally capable of performing any task required by the team” (Cobb, 2015). This is not always the case though so specializations are allowed. In this project our team consisted of Brian, a tester, and Nicole, the developer, who worked together to create the site. Brian designed the test cases and Nicole designed the actual site and made sure it confirmed to the teams definition of done through the test cases.

The Scrum-Agile approach was used in this project. They made the project go efficiently because user stories were defined along with their definition of done. Test cases were also designed to help in the creation process. The Scrum-Agile approach also helped when the team had to switch up their design and destination lists. Christy learned that the customers wanted a new list based on wellness sites and had a meeting to communicate that to the team. The team was then able to implement the changes quickly using the framework they had already created. The project was also changed from a “list” Tina slideshow view which was also implemented very quickly.

There weren’t many tools used on this project since it was so small and there weren’t many team members but they used their scrum events effectively and remained in communication at l times. They could have used an information radiator such as Jira to update their backlog and track project completeness. Christy held focus groups to gather feedback from the customers and communicated it to the team through face to face meetings. There were also emails sent to get clarifying information throughout the project. Here are two examples:

Dear Christy (Product Owner) and Brian (Tester)

I am aware that the customer would now like this site to be about detox and wellness instead of normal travel destinations. I was just wondering is there any structural design changes that need to be implemented or can we work with what we have so far? Also, Is there a price limit on the destinations that we will be showing or a specific range? Should I only list destinations in the U.S or is international travel ok? Please let me know so I can move forward as soon as possible.

Thanks,

Nicole (Developer)

To: Christy (Product Owner)

Subject: Ordering

Dear Christy,

I have finished the design for the website and am putting in the finishing touches. I was wondering, do you want to require each user to create an account prior to ordering so that we can better track and recommend future deals or just let them order without an account? Please let me know how you would like to proceed.

Thanks,

Brian (Tester)

The Scrum-Agile approach was very effective in this project. A drawback is that it had to be changed a few times but this was turned into a strength also because the changes were able to be implemented quickly due to the communication and transparency of the agile methodology. This allowed the customer to get a product that they wanted and was ensured to work properly through parallel testing. This would not be possible in a waterfall method since the requirements are defined in the beginning so it would have been difficult or too late to change the design once the project was underway. Also testing is done at the end so any bugs in the design may have been discovered too late also. A waterfall approach has its uses in certain cases though such as when the project requirements are well defined at the outset and there’s a small likelihood of change. For most projects there will need to be an assessment and balance of the two styles.

Reference: Charles G. Cobb. (2015). The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach. Wiley.