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CS 250

**Final Project: Retrospective**

We have taken the task of various roles within the SCRUM team including Scrum Master, Product Owner, Tester, and Developer. All these roles are particularly important when implementing the agile process to our project of “SNHU Travel.” This site was meant to be a niche travel site for users to book vacations based on their specific interests. Users would be able to get deals from the site and have their own personal account. Scrum is defined as “a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.” It is used so often in the United States that is means “agile” to many people. Below, are going to look at the various roles of the scrum team that it took to complete the project for it to be efficient and effective.

The Scrum master was particularly important in completing the SNHU travel site. They were tasked with the responsibility of facilitating the team during the sprint and make sure they know what is going on in the day-to-day process. Our Scrum Master helped in this project by first making sure that the team had good chemistry and made sure everyone knew their role. They held a fifteen-minute meeting every day to address any problems people were having with the assigned tasks and let everyone know what was on the plan for today, the Scrum Master would also go over the sprint and make sure that everything was organized for what was done and what still needed to be worked on in the current sprint. The Scrum Master was deeply knowledgeable and was able help the development team in many ways. They were able to coach them in self organization and cross- functionality, and they were able to cause new changes like using a big board that was color codes to see clearly what needed to be done, this increased the productivity and help us make our sprint times and kept the shareholders happy.

Our product owner was the sole person for managing our product backlog. Our product backlog was the collection of our user stories which were used to define a individual user requirement based on the size and importance for example in the image below, there was a user story submitted by someone wanting a feature where trip suggestion would be based upon past trips taken with the site.A picture containing text

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The Product Owner oversaw the managing the product backlog on an ongoing basis throughout the project, if they did need any help, our Scrum Master was there to assist. Our Product owner was accountable for managing the cost and the schedule for the travel project. They where to make sure that the needs of the stakeholders where met. Since the stakeholders have a financial interest and are backing the project, they need to make sure that what the developers are working on will cause them to make money. This is the most important thing with any business, and it should be taken with the highest level of priority. A good thing that our Product Owner did was to go over are the basic wants and needs of the project. The wants “tend to be associated with a solution that a client envisions. The needs of a project tend to be associated with the problem.” A user might tell you what they want for a solution before the problem the solution is intended to solve is clearly defined.

A tester was key in making sure our development side of the process ran smoothly, the tester was also involved in other part of the project as well. The SNHU Travel tester made sure that the features that are wanted by the client are functional. Some elements of the user stories that were the most helpful in developing the test cases were the acceptance criteria in the test cases document. This gave our tester a place to get some rough ideas out. For example, having a list of drop-down menu ideas helped our tester get an idea of what could be done and how it would relate to the overall objective of the travel site. They were also in communication with our Product Owner regarding some key information within the project. This is shown in the email below.

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This kind of communication is necessary for our tester because it gives him the necessary information to come up with a test that the program can be tested on. We ultimately want the site to be clean and make sure that it is easy to navigate, there is nothing worse than going through pages and tabs trying to find out what you are looking for. To get this additional information from the users the tester should ask when we interview them about how their experience was. They made a check list that had the list of features on it and number grid (1-10). 1 being quite easy to access and 10 being the most difficult to access. The users could fill this out while they are looking for vacation packages that fit their needs. The testers job like said earlier extends beyond just working with developers. Below is a test case that our tester worked through to get a good idea of what a certain feature within the project would need to do. Table

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The developer’s job within the agile process was instrumental in getting this travel site done. The developer needed to have extensive knowledge of the Scrum framework and an understanding on how to implement it for the project. They needed to be able to communicate what they can do and cannot do within a project. Often people’s imaginations can supersede reality and it will be the developer’s job to make sure that the client and everyone else involved knew the limitations features will have on sprint finishes. The developer often needed to make requests from the Product Owner and Tester to make sure they can complete their job efficiently. In the agile testing process, testers and developers worked closely together to create a good quality product. One thing our developer did well was talk to the Product Owner and had a clear and detailed list of what this product should look like and how they want it to be presented to any customers. This will help the developer put in the features that are needed to deliver a quality product. The developer and the Product Owner worked on the user stories, and they made sure that the stories where properly sized for the sprint that they might in or the sprint that is upcoming. The developer also made a request that the Product Owner be on top of the product backlog since that is going to be the development team to do list. The Product Owner is going to need to adapt to the everchanging product backlog and make the list accessible to the development team. Communication between the product owner and developer is shown below. Text, letter

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In the software design cycle, or SDLC, there were some different phases of the life cycle that were used in this project so that the user stories could come to completion. Our user stories like our tester did shown above were tools that were used to capture a description of a software feature from an end user’s perspective. We used an excel sheet as a tool to prioritize the user story list as shown below.Table

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We identified five user requests based on the user interactions that we had, then we prioritized these by size, then placed these requirements into our backlog.

As we all know things can change quickly at work and in life and this was no different in this project. Christy, the Product Owner, had returned from a meeting with SNHU travel management and wanted us to switch our slide show to detox and wellness centers. Management found an industry report and said it was going to be the next big travel sector. Our tester was able to update the test cases to support the new packages they wanted to focus on. To make sure this was our top priority. The product owner deprioritized the product backlog so we could focus on the new product. Having everyone step up was key in meeting our new sprint goal and the team did a great job in doing so.

There are different lines of communication and different tools that are use within a scrum team. For example, an information radiator was set up, a radiator was a big information chart with color coded notes that we used to point to various steps in the current sprint that need to be done. Using this method, the expended benefits were that the team has nothing to hide from customers and stakeholders, everything should be an open discussion with this method. “Representing key information in an information radiator can highly benefit an agile organization provided it will implement in a scrum team.” Since these information radiators can be used in different formats (handwritten, printed, electronic) the radiators would be a good thing to use for today’s work climate. We did end up using a product called “Azure.” Azure can help coordinate and increase efficiency in a project is the way the web service “provides a rich set of capabilities including native support for Scrum and Kanban, customizable dashboards and integrated reporting.” Azure is designed to be a one stop shop for all your agile needs, from collaboration dashboard and air drop capabilities, Azure made it a reliable service to quickly and efficiently work throughout our SNHU travel site. We were able to track our work through interactive backlogs and boards so we could quickly update the status of a particular sprint item.

The Scrum-agile approach helped this project and gave us some bumps along the way. The agile method is based on a more team approach that I think help make this project so effective because agile has a heavy focus on customer satisfaction which is what we needed in creating this the SNHU travel site. The agile based approach helped enable us to work on this project without having to run it by a sole project manager, this allowed us to collaborate with each other more and was more effective in getting us across our sprint times. The agile process did not come without its downfalls though, it was challenging to predict our efforts like cost, time, and the resources required at the beginning of the project because we did not really know what two or three sprints down the line were going to look like. I still believe that agile was far and away the best style of development for this project.