Amanda Nelson

Cs-250

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Final Project

The various roles on the Scrum-Agile Team contributed in many ways to the success of this project. The Product Owner, for instance, was the bridge between stakeholders and users. The importance of this role was to communicate clearly the needs of the customer to the rest of the team. The Scrum Master role plays a significant role within the team as well. They are a mentor and facilitator for the team. The Scrum Master help direct daily stand ups and provide feedback to the stakeholders and Product Owner. Once our team was mature enough to be self-organized there was not a need for the Scrum Master every day, which is a sign of a well-built team. The team role had two main parts. The tester and the developer. Our tester contributed to the project by creating test cases. The developer contributed by developing the code for the project. Both of which succeeded and did so by having open communication.

User Stories provide clear priorities that the team needs to work on for the customer. A Scrum-Agile approach to the software development life cycle (SDLC) helps user stories come to completion by breaking down the user stories into smaller tasks. These smaller tasks are called “sprints”, and each sprint lasts a certain amount of time. In doing so the team can focus on a common goal of developing these sprints, promoting collaboration, and keeping open communication.

The Scrum-Agile approach supports project completion when the project was interrupted and changed direction by welcoming change. One of Scrums major principle is to welcome change, as well as take risks and learn from them. When the customer came to us and stated they wanted the destinations to be a wellness/ recovery theme, the team came together by collaborating and making the changes necessary to meet the customer demands. The Scrum-Agile approach gave the team the flexibility to do this development within the same working sprint.

I think overall our team did a good job in communicating. However, I do believe there is room from improvement. For example, two people on the team did not post their initial thoughts by the selected date. This led to a delay in discussing the final plans. There was also only one post about final thoughts. The requirements clearly stated that by day 6 the team was to be in agreement about the Agile practices that were to be used. Therefore, I do believe there is much room for improvement on the communication front. Especially since one of the major principles in Agile is openness and communication.

Scrum events such as the daily Scrum meetings help to keep the team focused on the daily tasks of the project and what they have accomplished, as well as if they need help with anything. There were also user meetings and interviews held with the Product Owner. This helped the team change the priority levels of the user stories. The use of the backlog is also a great tool. The Product Owner will update the backlog and share with the team about changes.

Overall, the effectiveness of the Scrum-Agile approach for the SNHU Travel project was a success. Addressing the pros and cons that the Scrum-Agile approach presented during the SNHU Travel project are as follows: Pros- the Scrum-Agile approach allowed for flexibility while developing the project. Especially when the customer came back to us with a change in destination themes. The various user meetings helped with user satisfaction, and we were able to meet the demands of the users. Cons- a significant con was the teams’ lack of communication in the sixth week. I do believe a Scrum-Agile approach was the best approach for the SNHU Travel development project.

References:

Cobb, C. G. (2015). *The project manager's guide to mastering agile : Principles and practices for an adaptive approach*. John Wiley & Sons, Incorporated.