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CS 250 Final Project

**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**

* *Scrum Master* – Is responsible for facilitating the Scrum Process, making sure that the team follows agile practices, by removing any issues that might slow down the team’s process.
* *Product Owner* – The voice of the Customer & Stakeholders, they also prioritize the Test/User stories that were in the SNHU Travel requirements to align with the end goal.
* *Development Team-*  They are responsible for the end goal of a working product. The development team determines how to accomplish the work and talk to the product owner to understand any requirements that they must meet.
* *Stakeholders / Customer.-*  They provide what they are requesting as in Product/ Item. They also provide the user stories, and recommendations for quality.
* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**. Be sure to use specific examples from your experiences.
  + SDLC or Software Development Life Cycle uses user stories for sprint cycles. Before the sprint begins, the Product Owner reviews the backlog, making sure that the user information that has the greatest impact as near the top of the pile. Sprint planning is an optimized when the team gets together and picks from the top user stories, this would help also understand the amount of work that is needed and an estimated time of completion, to keep all the stakeholders and customers aligned with the end date. Then you have review and feedback at the end of the print. This is where they provide more documentation to stakeholders, that ensures in the end they have a working unit.
* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**. Be sure to use specific examples from your experiences.
  + Agile has the flexibility to handle changes in the project. They are delivered in small cycles called sprints. This means when the project is delayed for long lead material, information, drawing discrepancy or software development, there is still a chance that the project / product will still be able to deliver some measure of units. This is where daily team meetings come in to play, so you can have a risk registry of items you know might hold up the project and try to find the correct support for those items, battling against the odds that the project might get pushed out or delayed. This is where a detailed IMS comes into play, that way you know how the linking is, what is a predecessor and what is a successor and if something is delayed then you know what it effects down the chain.
* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.
  + Hi everyone! During yesterdays meeting we discovered a potential risk with user information. Can anyone update me in the progress that might have been made resolving this issue? I would like to make sure that we document all the information, so that everyone in the team is aware, and circle back around after a full discussion. So far, all feedback from the stakeholders / customers have been positive, so lets use this time to gather more information, and any insights to improve, and document this also for when we go thru the lesson learned debrief.
* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. Be sure to reference the Scrum events in relation to the effectiveness of the tools.
  + Scrum provides many options for tools that can be used to help the team really achieve all the goals. First product backlogs, which is the whole picture of the wok that has been requested to be done, it’s defined and prioritized by the Product owner. This is critical to the sprint reviews as it helps the team understand the needs of the project. Also, in Sprint planning the team comes together to collaborate on ideas and helps them make discussion that push the project to completion. Stand up meetings are critical even if they are 10-15 minutes, as it is an open dialog where people talk about what they plan on accomplishing for the day and any roadblocks they might have encountered and people in that meeting who might be able to lend a helping hand.
* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**. Be sure to address each of the following:
  + Describe the pros and cons that the Scrum-agile approach presented during the project.
  + Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.
* **Pros-**
  + Scrum allows for smaller projects which are easier to adapt to changes, and any red flag emergencies. This flexibility is great for the SNHU travel team, which is based on user test cases and feedback.
  + There is a better transparency and an open and honest dialog within team members, that allows everyone to be aware of the project direction, what is critical and what might be an issue that is coming up.
  + Customer and Stakeholder Feedback helps the team know what the end goal is and that the final product meets the needs and expectations.
  + Finally, adaptability, this is keep to making changes on the flu, this was good for SNHU travel, where feedback was given and the goals changed.
* **Cons** 
  + Time constraining, having to have daily meetings, to dedicate time. If the project is small, then the cost of the overhead might be to much for it.
  + Training and Transition to the Scrum -Agile method is a learning curve. If team members come abord the project and they have not be versed in Agile/Scrum it might slow the project down causing more delays.

In the end it looks like the Scrum/Agile approach was a good one for the SNHU Travel team. It helped with keeping the flexibility, open communication, and any customer feedback was aligned with the requirements and goals. This helped the team keep the project aligned and helped improve the product based on instant feedback or market trends.