Final Project

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Throughout the course of the SNHU Travel project, many different roles within a Scrum team architecture were involved with the process. These roles include the Scrum master, product owner, developer, and tester. All these positions are big assets in ensuring that the Agile methodology is properly implemented and efficiently carried out. In this Sprint review and retrospective, I am going to analyze the contributions that each role had to the SHU Travel project, as well as the effectiveness of the Agile methodology in the development of the project.

First, I will focus on the Scrum master role. The Scrum master is the overall guide and facilitator for the Agile team. The Scrum master ensures that the methodology is being carried out in the way it was intended and ensures that the team remains cohesive through carefully coordinated meetings and knowledge transfers. One of the most important components that the Scrum master brings to the table is the daily team meeting, referred to as the daily Scrum. This daily meeting is typically short and efficient, so that information can be transferred between team members, without pulling too much time out of the project duties. These daily meetings typically revolve around a set of questions that each team member will seek to answer. These questions revolve around the progress that a team member made on the previous day, what challenges that person faced that potentially impeded their progress, and what will they look to accomplish today, whilst circumventing the previous impediments. These meetings were very helpful and informative during the project because they served their purpose of making sure every team member was on the same page. These meetings keep team members accountable and help to get team members the aid they need if they are stuck on something. In addition to coordinating these meetings, the Scrum master is responsible for provisioning the correct team size and makeup for each project. During the SNHU Travel project, the Scrum master was able to determine what team resources were needed to complete the project and assigned those members to the project. Lastly, the Scrum master is also responsible for coaching and teaching the team members on the proper Agile methodologies and ensuring that Agile is implemented correctly into an organization.

Next, we will look at the product owner, as the next member of the SNHU Travel project Scrum team. The product owner is responsible for being the coordinator between the development team and the clients. The product owner is a business-oriented person that can translate the business requirements for the development team and can translate the technical requirements for the client. In the SNHU Travel project, the product owner was able to meet with the client to facilitate the discussions around the requirements for the project. Once the product owner had this client information, they were able to share this information with the Scrum master and development team, so that a full team could be formed to complete the project. The product owner maintained open communication with the client, so that any changing requirements could be documented and passed along to the development team. In addition, the product owner managed the product backlog, so that priorities within the team could be set, and the project could move in the proper direction at the proper pace.

Lastly, we will look at the development team for the SNHU Travel project, which included the developer and the tester. The developer and the tester are different entities within the team, but they both can fall into the development category, as they are both responsible for creating a deliverable project for the client. The developer is responsible for taking the technical requirements that were presented by the product owner and implementing them into the project design. The developer is essentially responsible for creating a boilerplate product that can be passed to testing for finetuning and feedback. The tester is responsible for handling the user stories and feedback within the product. The tester creates and tests documentation on the usability of the application and looks for flaws or missed opportunities that the development team or even the client did not think of. The tester can pass these updates back to the client team for updates and feedback, which can then be given back to the developer to adjust. Once the adjustments to the requirements and development are made, the tester can refine the user stories and progress with ensuring that a deliverable application was created for the client. This process can be iterated many times, as the purpose of the Agile development process is to focus on multiple product iterations, with changing requirements.

The Scrum-Agile approach helped with completing the user stories, due to multiple factors. During this process, there is a very open chain of communication established with the client, to seamlessly complete multiple product iterations. This helps with user stories, because the stories and testing procedures can be updated to comply with shifting requirements from the client side. These updated user stories can then be brought back to the product owner to be analyzed and more updates can be made to the requirements based on the findings.

During the SNHU Travel project, communication was vital to the success of the project. The daily Scrum meeting was very important to aid with determining levels of progress towards task completion. These meetings kept all members on the same page, and everyone was able to efficient collaborate and work together. In addition to this, email communication was used as a primary communication resource to hash out any questions on the requirements and constraints of the project. These email messages were concise but sought to answer very important questions that had heavy impacts on the direction of the project. Clarification is needed for the user stories to match client requests without taking the application in another direction.

During the SNHU Travel project, many tools and principles played a part in the overall success of the project. For tools, JIRA was an important addition to the planning and implementation of project tasks. JIRA created a virtual environment for all the project tasks, without having to rely on sticky notes on a board. This gave the team the ability to collaborate from anywhere, increasing productivity and visibility on project progress. In addition to this, the team held a big focus on the principle of iteration with changing requirements. Throughout the project, the team was given requirements that were ever-changing to meet the needs of the client, and the team was very adept at implementing those changes. I think that is my favorite part about the Agile methodology, being able to adapt to the changing business requirements, and translating them to new technical components of the project, without having to wait a long time. Agile gives the team the ability to see real-time change in the requirements, so the project can be iterated quickly without spending loads of time working in a different direction, only to have it fall through due to changing client needs.

Throughout the SNHU Travel project, there were many pros, and only maybe one con to the whole Agile process. One pro of the Agile methodology included the ability to allocate team resources as the Scrum Master saw fit, to meet the client needs. Another pro is based again on the iterative process, and the ability to adapt the project and development direction on short notice. Also, keeping an open chain of communication between the team and the client gave the tester the ability to update the user stories and provide feedback in real-time, instead of having to wait a fixed period to hear back from the client side. The only con that I can think of for the Agile Methodology, is the adaptation to the new development process. Implementing a new process into an organization can be difficult, as some team members may not be receptive of the changes. There can be a good amount of time that needs to be spent on Scrum training and helping the organization to adopt the new methods. I believe that a Scrum approach was the best way to tackle the SNHU Travel project, and the benefits throughout the iterative process can definitely be seen.