Brian Bentley

8/7/2022

CS – 250

Project 2

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**. Be sure to use specific examples from your experiences.

Product Owner – The Product Owner was an instrumental part of the agile development process since they essentially act as the intermediary between the Developers and the investors. Through delegation the Scrum master himself acts as an intermediary between the PO and the Dev and Testers themselves. The Product Owner here during the course was able to help the team succeed by letting the team know the needs of the investors. Originally they wanted a website that would cater to niche and interesting travel destinations and wanted their product out ASAP. Later on in the process the product owner had met with the investors and they had realized that they wanted to change the vacation styles to wellness detox vacations. This was the result of research that had come back to the investors. The Product Owner met with the Scrum master and the SM started a development meeting with the team to relay the news. By relaying the news the team was able to pivot the product to meet the new requirements.

Scrum Master – The Scrum Master was present throughout the production of SNHU travel as a facilitating role. Whenever the Product Owner had a concern or wanted to relay information to the team the Scrum Master was there to ensure that the meetings were scheduled, and the team would be in attendance. When the team had feedback he made sure to move along the meeting by moving on to the next contributor. The Scrum Master in one particular time set up the meeting for the Product Owner when the PO mentioned what the investors to SNHU travel had brought up about wanting to create a travel site for wellness and detox getaways.

Tester – The tester role is an important and integral part to the development process as well. By building test cases they are able to make sure the software being developed actually represents what the customer or investors want at the end of the day. One time in particular during the pivot to wellness and detox retreats the tester mentioned that they would build and prune the new test cases needed to make sure that they were up to date with the latest build information.

Developer – The developer is the working force behind the scrum team, without the developer there would be no software and no product to sell. The Developer needs all the roadblocks removed for them in order to build the product to the best of their ability and deliver on time results to the customer. One time that the developer had feedback was on the scrum meeting where the PO brought up the pivot to wellness retreats for the SNHU travel website. The developer mentioned that they will have to go back to the user stories and check the ability for them to switch the program up to what the investors actually wanted. This vital feedback and ability to check their own work would ensure that they could inform the team on if there were going to be delays.

* **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,

The Scrum agile approach to SDLC helped the User Stories come to completion by allowing there to be an actual flow to the work process. By developing stories from the investor feedback, and moving that along to the team and allowing a TEAM to work on the stories this gives them the focus needed to accomplish a task. An example of how agile helped the SDLC process is when creating the user stories. We took feedback from the customer and converted that into stories based on complexity and order of necessity. Afterwards we would then use those stories as a basis for creating our test cases. This helped the completion of the software by giving definable specific goals to work towards and how to actually get to the next step in the process.

* **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.

The ability of the Scrum approach to be agile enough to steer the program in a new direction really helped move the project towards completion. What I mean by this is, when they were confronted with new customer needs they could quickly meet and then move on towards redesigning the user stories and processes that they were working on. While this required a stop in production, it didn’t result in throwing out the whole product.

* **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.

When working as the Scrum Master in our last module I started by communicating what I needed from the team as well as what we were going to do moving forward with our Agile transition. I had mentioned to the Product Owner that we would need to work together on the backlog as well as I what I thought would make sense for the Scrum teams structure. In this case, since we have a decent amount of employees we could have multiple scrum teams. The Product Owner responded and in a real world situation we would have got together and accomplished what we had communicated. I also reached out to other team members on what was expected the next week of the Scrum transition.

* **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.

The organizational tools needed to perform well on an Agile team are numerous. You need to have planning games, as well as software that helps track productivity. An example of which would be JIRA. JIRA lets the agile team assign and create user stories. It also allows the team to see where there are roadblocks and assigns them time to complete the task. The other things needed here are the Scrum meetings themselves. Besides just having JIRA as a tool, the meetings will give team members real time feedback on current tasks.

* **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.
* Pros
* Ability to change direction relatively quickly
* With a light team, there is not a lot of overhead
* Getting a product out the door is relatively quick
* Cons
* Light team might make it harder to hit deadlines
* If there is constant redirection, deadlines will have to change
* If there are not enough developers there might not be a product delivered.
  + Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

For this being a relatively light website development project, I believe this was the correct approach for SNHU travel. If we had been using a waterfall method, the entire project would have had to have been thrown out and the deadline absolutely would have had to be pushed back. Also, to keep costs light a smaller team is great for a niche travel site.