7-1 Final Project

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The product owner contributed great success by gathering the proper information from the client about what it was they were looking for. They asked the appropriate questions such as “Do they want their recommended destination list to be based on user reviews or upon the users search History” The Scrum Master contributed equally great success by meeting with the product owner about the various needs and wants from the list and delegating that amongst the teams and setting up the meetings to determine the sprints and scrum meetings. The scrum Master also worked well at scheduling everything that was needed. Another example that stood out to me was how Dante, my team's product owner met with Coco our Scrum Master to set up the scrum meetings and if he should attend the meetings or not. This was ultimately decided upon by the group, which I also felt was a good idea as each person on the team had different tasks that required different requirements. The developers provided great success by determining how to get these needs met, such as bringing the wants and needs alive on the screen in the form of the website. Zeke, who was the developer, asked good questions regarding the work that was needed and offered much help. He was also readily available and quick to respond to questions. The Testers were also key to success because they made sure there weren’t any bugs and they determined what worked well and wasn’t redundant. Tara and I were the testers, we worked with everyone on the team to get good acknowledgement and acclimated with every team. I felt that that added to our success because since we worked with everyone we could also help and have a better understanding of how the team was ultimately run.

By using the scrum agile approach, such as using the daily scrum meetings, having imagery such as Big Visual Charts to monitor progress and visually showcase what everyone was working on really helped everyone adapt to the agile system. The information radiators helped visually illustrate what needed to be done and what tasks had been completed. The user stories and the focus on them helped aid in completing all the daily tasks as well as the end goal of the final project. Going over the user stories during daily scrum meetings enabled the whole team to focus on the details that could have been missed. The Sprints that showed that went over everything that was worked on up until that point. In the end it was the open line of communication that saw everything to development and helped ease any issues along the way.

What really helped us all communicate was being as descriptive as possible with each other and not being vague. For the product owner to have asked the client to be as descriptive as possible when asked what it was, they were looking so that when the product owner and scrum master met together to go over the user stories there was much detail and to be able to ask for any more clarification or description later. Another thing that really helped was communication within the team itself regarding what was needed, what would be worked on and what was not deemed important. For example, when it was brought up about information radiators and creating user stories, everyone responded, had an opinion and shared what they thought. It wasn’t just left up to the person who asked and the scrum master, it was a collective decision. There were even other things that were brought up as well as reminders as to who would be working with whom and why it was important to have information radiators as well as creating user stories. It also helped to even reestablish how things went with the client, to go back over what was said.

Collaboration, Respect, as well as Prioritizing really helped us be successful. As I had said before, the collaboration on everyone's part really helped create a clear picture as to the roles everyone had as well as what they were doing in those roles. The Respect that was there made it a comfortable and safe atmosphere so no one could be self-conscious or afraid to speak up. \*I say this as someone who is self-conscious and often afraid to speak up\* Prioritizing got the job done well, we didn't’ talk about sprints or anything that came later until after the Scrum meetings were set up, until after everyone had been assigned a task and the user stories were completed. There was also an attitude of there aren’t any stupid questions as well as even repeating a question isn’t a bad thing. This is where going over and over what was said and done was helpful. WIthout judgement and discernment with friendly professionalism we were all able to contribute to the conversations and communicate in an open and friendly way. It was also helpful to remind each other that we are on the same team and we are there to help each other.

The Pros of using a Scrum agile based system is open communication as well as implementation. It was much easier if something had changed or if there was a problem to instantly change or correct depending and go on from there rather than waiting until the very end. Another pro is the attention to detail and more of a focus on what the client wants and taking it more on a small step by step basis. Another pro was that this helped enable the focus to be on the user stories and not just the end result of a project. The major drawback that I could see is time. It would be tricky to have a definite time frame for estimating how long something may or may not take. That can be difficult if you’re looking for something to be done in a certain amount of time with limited interruptions. All in all, for the SNHU Travel project I would go with a scrum agile platform. Considering that it is a very client-based system it would be the one that would make more sense over waterfall.