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CS-250

7-1 Final Project Submission

Throughout this course I took on many different roles that are part of an agile team. In Module Two, I started off as the Scrum Master. My role as the Scrum Master was to ensure that the team follows the Scrum framework and that the project progresses smoothly. It is important for the Scrum Master to have a plan to execute the Scrum events using methods such as Sprint Planning, Daily Scrums, Backlog Refinement, Sprint Review, and Sprint Retrospective. Holding daily meetings as the Scrum Master allows the team to update each other on their progress, discuss the different challenges they are facing, and allows them to better plan for their tasks for the day. Although daily meetings can take up time from working on the tasks, the meetings would have short time frames to allow the teams to get back to their assigned tasks but still be in the know of what is going on. These meetings would be help to a 15-to-30-minute time window.

Following the Scrum Master role, I then became the Product owner in Module Three. As the Product Owner, I found it to be very important to stay engaged with the users and stakeholders in an effort to ensure the success of the product. When engaging with users and/or stakeholders, I learned that active listening and open communication was crucial. You really have to take the time to listen and understand the needs and desires to gather the insight needed for the product. Using methods such as User Stories, you can gather a clear and concise description of a specific feature and/or functionality from the user’s perspective.

Next, I became the Tester in Module Four. As the Tester for the SNHU Travel Project, I was able to provide the team feedback for improvement and provide them with insight as to what is working. The Tester role works well as a quality assurance for the team to make sure the software is working as intended. The Tester works closely with the Development Team during the sprint, performing various types of testing, such as functional testing, integration testing, and regression testing. By identifying and reporting defects early in the development cycle, the Tester prevented the accumulation of technical debt and minimized the impact of issues on subsequent sprints. Also, the Tester needs to know the user story. This allows the Tester to provide useful information about the specific details that the client is wanting to ensure that a completed product, as asked, is delivered.

Following the Tester, I then became the Developer in Module 5. As the Developer on a Scrum-agile Team, you are the technical expertise and problem solver of the group. Bringing technical expertise and problem-solving skills to the project enabled the team to design and implement solutions. It is important for the Developer to request detailed user stories with clear acceptance criteria from the Product Owner and/or Tester to make sure that all the requirements and expectations are developed accurately in the project. The Developer needs to be in the know of everything going on so when something is completed and delivered to the Tester, the Tester isn’t being given something that is far off from what is expected.

The various roles on a Scrum-agile team are important because they bring distinct perspectives, skills, and responsibilities that contribute to the success of the project. Each role serves a specific purpose and works collaboratively to achieve the common goal of delivering valuable software.

A Scrum-agile approach to the Software Development Life Cycle (SDLC) helped each of the user stories come to completion by providing a structured framework that promotes collaboration, adaptability, and iterative development. A specific example of how the Scrum-agile approach facilitated the completion of user stories was with clear prioritization and focus. In a Scrum-agile approach, the Product Owner prioritized the user stories based on their value and importance to the customer. This prioritization allowed the team to focus their efforts on the most valuable features first.

A Scrum-agile approach supported the completion of the project when it was interrupted and changed directions by providing flexibility, adaptability, and a collaborative framework. When the Product Owner came to the team informing us that the project needed to change we were able to quickly change directions without having to start from scratch, and that is what a Scrum-agile approach allows. The Tester was able to quickly update the test cases for the detox/wellness vacations. Then the Product Owner was able to go into the Product Backlog and update the prioritization of the stories so we could focus on the updated information for the travel project. The Developer was able to look at the features and get back to the Product Owner about what was going to be possible in the timeline, being that the dates for completion weren’t delayed.

When the Product Owner approached the team regarding changes to the SNHU Travel project, the team had many questions regarding the progress already made and how we were going to move forward. In an effort to better organize the changes and complete them, I sent an email to the Product Owner, and that email is below.

*Dear Christy,*

*Thank you for bringing to my attention the new request for a slideshow that is focused on a detox/wellness travel. We are very eager to work on it for you. However, to create a presentation that perfectly aligns with your expectations, I kindly request some additional details to outline the design. First, it would greatly assist us if you could provide guidance on the arrangement of features within the slides. For instance, are you envisioning the placement of each destination photo at the slide's top, and below, the destination name and description? If this layout does not match your vision, kindly share your preferred arrangement. Your input will enable us to craft a presentation that effectively showcases the content. Furthermore, is there a specific definition or criteria for the wellness vacations that need to be met in the slideshow? This information will help us ensure that the featured destinations accurately represent the concept of wellness vacations as per your requirements.*

*Thank you,*

*Brad*

The organizational tools and Scrum-agile principles played a crucial role in the success of our team during the SNHU Travel project. JIRA’s significant role in facilitating the success of out team during the SNHU Travel project by providing valuable organizational tools and supporting Scrum-agile principles. JIRA’s capabilities for managing the product backlog were instrumental in our sprint planning. We utilized JIRA to create and prioritized user stories, define acceptance criteria, and estimate effort. The visual representation of the backlog in JIRA allowed us to collaboratively select user stories for each sprint based on their priority and business value. By providing a clear overview of the product backlog, JIRA enabled effective sprint planning and adherence to the Scrum principle of prioritization.

The Scrum-agile approach proved to be highly effective for the SNHU Travel project but also provided some drawbacks. Scrum-agile provided the flexibility to adapt to changing requirements and priorities throughout the project. As the project progressed, new insights and feedback from stakeholders emerged, requiring adjustments to the product. The iterative nature of Scrum-agile allowed us to incorporate changes effectively and ensure that the final product met the evolving needs of SNHU Travel. On the other hand, a con of Scrum-agile approach needs active stakeholder involvement is crucial for Scrum-agile success. In situations where stakeholders had limited availability or competing priorities, delays in decision-making and feedback cycles could occur. This could potentially impact the speed of progress and hinder the team's ability to deliver within tight timelines.

Considering the pros and cons, it can be determined that the Scrum-agile approach was indeed the best approach for the SNHU Travel development project. The project involved a dynamic and evolving landscape, with changing requirements and a need for frequent feedback and collaboration. Scrum-agile's flexibility, transparency, incremental delivery, and continuous improvement aligned well with the project's requirements and facilitated successful outcomes.