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CS 250 Software Development Lifecycles

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During the SNHU Travel Project, I took on various roles within the agile team. The team consisted of the product owner, Scrum Master, Developer, and testers. My first role was as the Scrum Master. As a Scrum Master, my role was to establish the scrum. I aided in helping everyone to understand scrum theory. I helped coach the team in self-governing and cross-functionality. Help to remove hindrances to the progress of the team. As a Scrum Master, I also helped the product owner by finding for providing backlog management. Assisted in stakeholder involvement in the agile team. To accomplish these goals, I completed the agile team charter, which outlined the vision of SNHU travel, addressed the mission statement, which is the results they hope to accomplish, outlined the success criteria, and listed project risks that could arise in this project. This key piece of documentation is vital in the very first scrum meeting with the team. This will help guide the team’s success.

My second role was Product Owner, as the product owner I was the primary contact with the clients. I had to understand their needs and requirements and relay this information to the team. Using user stories was a method used to create an organized way to share this information throughout the team. Also, as a product owner, I was responsible for creating a backlog with the help of the agile team and managing it. Continuously monitored and evaluated product progress through every stage of the process and participated in daily scrum meetings.

My third role was as a tester. My responsibility as a tester was to identify the processes to test the product and make sure the product meets all of it requirements. By using the user stories supplied by the product owner, I was able to create and organize my test cases. Based on the acceptance criteria, I understood was the client’s requirements are and what the product should do which, leads to a successful product. I participated in the daily Scrum meeting for any requirement changes so these could be implemented early.

Lastly, in my role as a developer, my responsibilities were to develop code for the project, however, my responsibilities did not stop there. I had to ask additional questions that the user stories did not provide to get more specifics. For example, I asked additional questions about the requirements and vision of the product. Asked about the timeframe of product completion. Make sure testers were documenting bugs or errors in testing.

The Scrum agile approach helped the user stories come to completion by taking each requirement and breaking it down into parts that describe the who, what and why. Each user story is an increment of requirements requested by the client. The purpose is to focus on the discussion of these users’ stories through a series of conversations. Also, during the Sprint review meetings, the user stories are reviewed to confirm completion and to discuss any stories that are incomplete.

In a meeting between the product owner and the client, requirements were changed. The product owner through the scrum meeting helped communicate the change to the team. The user stories helped in the creation of working code from the developers and testers. With the agile approach, it was easy to implement changes and prioritize these changes in the backlog and push other back without having to start from the beginning. The tester was able to update his test cases to reflect the change. This was evident when we had to make changes to a part of the code in the top five destinations to include detox and wellness vacations and descriptions. Since a bulk of the code was already produced and working we only had to change part of the code and test that functionality. This helps us to make those adjustments quickly and effectively.

I was effectively able to communicate with the team as a developer by sending an email to the Owner/tester asking for clarification on items I felt were vital to the project. In my closing, I mentioned looking forward to a swift and prompt response letting the recipients know that I would like a response ASAP. I included at least two members of the team to make sure that team collaboration would happen.

The user stories and backlog were the organizational tools that help our team be successful. The backlog and user stories were sort of a checklist that prioritized tasks. By using the user stories were we able to work on these requirements in increments that helped make the project manageable and focused. The agile principle that helped us to be successful was welcoming changing requirements. Through the agile approach were able to make changes to the top 5 destinations to include wellness and detox late in the process due to working in smaller manageable increments which allowed us to develop a working code early and build off that.

One of the Pros of the agile approach would be flexibility. Making the changes in requirements during the process and not waiting until the end and having to start all over again really helped with keeping on schedule and allowing us to finish the project within the deadline. This made the process efficient and easy. The con was that it added extra work to the team, and they had to shift their focus which is sometimes hard to do, but rearranging the backlog wasn’t too bad of a process, since we still had a very good checklist to go off, it kept the requirements organized and manageable.

The agile method was the best approach for this project. It allowed us to work as a team and communicate effectively. The tools that were presented helped keep the team focused on the tasks while allowing us to have the flexibility to get the job done. I believe if we had used the waterfall approach then we would not have had the same successful outcome especially when the project requirements changed. This would have pushed the deadline out further.

References

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