

Final project

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CS250

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December 17, 2023

Each role of a Scrum-agile Team is important to the success of the SNHU Travel project. These roles include the Scrum Master, Product owner, Development team which includes the Developers and Testers. The Scrum Master holds the daily standup meetings to ensure the process and progress of the product is running smoothly. This activity is key for communication between all members of the team.

The Product owner's responsibility is to document and communicate the client's requirements for the product. The Product Owner had a meeting with the client to discuss the over all idea of the product and their requirements in the form of User Stories as documentation. This ensure that the product is aligned with the customer's ideas. When adjustments were needed to be made with the product, the Product Owner held another meeting with the client to review the necessary changes to the User Stories. This creates a backlog for the team to follow.

The development team consists of the Developers and Testers. The Developers program the product to the specifications of the User Stories. When further information or reiteration of the product is needed to move forward they consult the Product Owner. The Testers test the product to meet the specifications of the User Stories to ensure that the product functions correctly.

The Scrum-agile approach helped each of the user stories come to completion. While in the planning phases the user stories were broken down into tasks of difficulty and by priority. The progress of these tasks were discussed during the Daily Standups. This ensure any and all concerns and clarifications were reached in a timely manner. This form of feedback allowed all of the user stories to be met.

The Scrum-agile approach supported the completion of the project when it was interrupted and changed directions. During the development process of the SNHU project a meeting was held with the Product Owner and the three clients to add to the User Stories. Since the agile approach was being used when creating the project, changes were easily accommodated into the backlog. This flexibility allowed for the changes the client desired without extending the timeline of the project.

Communication was create through daily standups, reviews and meetings. During the Daily Standup challenges and updates were addressed in order to move forward with a good product of the client's standard. Another effective form of communication between the team was emails that were sent to request clarification meetings to discuss the user stories. Examples of said email between the Product Owner and Tester:

Subject: Request for clarification and a meeting about the SNHU Travel Project

Dear Product Owner,

Good morning. I am writing to you as I need clarification on certain aspects of the product to continue proper production. I would like to schedule a meeting at your convenience to go over a few topics.

This includes reaching a clear prioritization of user stories to understand what features will take priority. This will include what acceptance criteria are needed to help in the testing process. As well as feedback for the already completed user stories.

Thank you for your time,

Tester

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Subject: Request for clarification and collaboration for Testing

Dear Tester,

Good morning. I am writing to you as I need clarification on certain aspects of the product to continue proper production. I would like to schedule a meeting at your convenience to go over a few topics.

This includes a confirmation of the testing environment setup to ensure it is consistent and reliable. Clarification on the specific tests the user stories are based on. As well as to schedule future meetings on the testing milestones to improve further iterations of the product.

Thank you for your time,

Briana Long

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An important organizational tool used was JIRA. This allowed a concise way to manage the backlog and progress of the customer's requirements through User Stories. The backlog was

further organized and prioritized by difficulty. The sprint reviews were also important to the process. This aided in clarification and adaptation of the team.

The Scrum-agile approach is most effective for completing the SNHU Travel project compared to a waterfall approach. This approach allowed a loop of feedback and iterations to complete the project to specifications. It allowed a level of flexibility when requirements and User Stories needed to be changed. This positive development fosters positive collaboration between all members. The only con of the Scrum-agile approach is that there is a learning curve to a new method and routine. Thus this approach made it the best for the SNHU Travel development project.

In summary the Scrum-agile approach led to a positive, successful creation of the SNHU Travel Project. This approach created a greeted level of communication and collaboration between the team to create a positive environment that led to a swift development with minimal issues.

## References

Overeem, B. (2016). *Characteristics of a Great Scrum Team*.

<https://scrumorg-website-prod.s3.amazonaws.com/drupal/2016-08/Characteristics%20of%20a%20Great%20Scrum%20Team.pdf>