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**CS 250**

**7-1 Final Project Submission**

**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project:**

Beginning with the product owner, the SNHU travel project first had to be managed and broken down into user stories. This began with acquiring and sorting out user requests and framing them into a more interpretable format like the “as a user, I want … reason”. Then it was important to prioritize each user story, such as high, medium or low, and estimate the size that each would be. At the time we did not utilize any agile estimation processes. In retrospection I would have employed the affinity grouping method to receive insight from the rest of the team for a more approximate estimation of each story. I then named all of the stories and alongside the testers built acceptance criteria. Lastly I organized them on a product backlog. Then during the sprints of the project itself I remained available for the team if they had any questions or concerns. I also managed the product backlog for every step along the way. The management did a lot of continuous prioritizing alongside the scrum master to ensure that the product backlog was up to date and on task with what the team's target was for each sprint.

As the scrum master, the SNHU travel project was overlooked and managed by my participation and production of all SCRUM related events. This includes operating and leading the sprint planning, reviews, daily scrum meetings and product backlog refinement. Each sprint will begin with the sprint planning as this is a small meeting where all members of the team come together to project the steps they are expected to make during the upcoming sprint. Throughout the sprint there will be daily scrum meetings. In the meetings the team will speak on what they did the day before, what they will do today and any issues along the way. Halfway through the SNHU travel project the product manager approached us with a shift in scope from general top destination retreats to focused detox and wellness vacation locations. The team and I addressed this in the next sprint discussing what steps needed to be taken to ensure we meet the client's expectations. The sprint reviews were also critical as to prevent repeating mistakes. The product backlog did also have to be refined and addressed as the scope of the project changed to detox and wellness retreats and the format became a slide show. The user stories had to be reinterpreted and sorted accordingly.

As a tester the SNHU travel project was kept on task and achieved the necessary requirements set out by the team and users via the user stories. The acceptance criteria of each user story was critical in testing the application along the way. As the SNHU project took a shift towards the slide show format and the detox and wellness retreats the user stories had to be tested differently. The application was no longer going to be a landing page and the acceptance criteria had to be shifted accordingly.

As a developer in the SNHU travel project my impact was felt during scrum meetings as well as in the actual creation of the application in question. I worked closely alongside my team of developers and testers to create a definition of “done” and to ensure the project meets all the necessary acceptance criteria along the way.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**

The incremental nature of the Scrum-agile approach allowed the user stories to be targeted and improved on one story at a time. For example, there was work on the initial landing page that displayed the top five travel destinations. Once that user story was completed work could then begin on the other user stories. Targeting the smaller easier to implement ones first. Then comes the agile aspect of Scrum. Halfway through the course the scope of the SNHU Travel Project changed. However because work was done within the realm of Scrum it was easy to transition. The shift was to create an application that highlights five detox and wellness retreats in a slide show format. The user stories had to be modified and reassessed but due to the iterative nature of Agile the ability to complete the user stories were efficiently executed. If this was performed with waterfall a substantial amount of work would have to be done as the change would start after a significant amount of progress had been completed with the previous project specifications.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**

Scrum-agile methodologies were tailored for this exact situation. Agile is known for a more customer focused and customer friendly software development approach. Therefore when the scope changed to focus on detox and wellness retreats the product owner went through and modified and reorganized the product backlog and user stories. The direction shift was then manifested in the scrum meeting and the sprints were planned and executed accordingly. The testing was changed and the development process took a shift but due to the nature of scrum the project completion was not dramatically delayed.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication**

Communication is key for a successful scrum team. There needs to be an environment of trust and understanding among all team members. Transparency is also very important. A communication practice that is effective is the information radiator. This is a local document or area where the team can post their comments, concerns and tips. In terms of my own communication with our group, I was the product owner. I took the initiative to address everyone via email to figure out what role everyone was going to be. It began with an introduction about who I am then it went into the subject matter of the message. Here is a sample of the correspondence “Feel free to pick any combination of the remaining. Let's just make sure we have one of each. Reply to this email with your desired role.”

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**

As far as organization tools the one that really stood out was the Azure Boards. This proved to be nearly a one stop shop for everything scrum related. It had features for backlog management, user story organization just to name a few. Some applications are more single role focused for a product owner or scrum master. Azure boards being cloud based allows for sharing and interaction between the rest of the team on projects and boards. This creates a really cohesive application environment for any Scrum-agile principle.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**

The pros became evident after work already began on the project. Creating smaller scale portions of the application allowed for the necessary care and testing to be done to ensure the acceptance criteria for the user stories are met. Some cons could be demonstrated in the initial planning phase before the first sprint began. Estimating the scope of the project proved difficult as well as curating and sorting user stories. This all said though I still feel as though a Scrum-Agile approach was the best approach for the SNHU Travel Project. This was explained in depth in the previous paragraphs but to support the claim with a simple reason. The reason agile was more effective was because of the complete project shift that happened midway through production.