# CS 250 Final Project

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Throughout this course, I took on various roles to meet the requirements given from the clint, SNHU Travel. Scrum master was the first role I took and one of the top ones I enjoyed. The scrum master is the facilitator or guide for the agile team. They ensure that scrum is understood and is in place. The scrum master serves the product owner and hold daily stand up meetings. These meetings ask the following questions, “What did you do yesterday?”, “What will you do today?”, and “What problems did you have?”. These meetings are very helpful as they keep the team up to date on the sprint. As the scrum master, for SNHU Travel, I wrote the agile team charter and the daily scrum agendas to put the team in the right direction of the project.

The next role I took was the product owner. A product owner oversees the backlog and being a middleman between the team and the user. They oversee development stages and engage with users to help get insight for what is needed and what needs to be prioritized. As the product owner, I interacted with the customer and created user stories for SNHU Travel which were used by the testers and developers.

I then took on the tester role which works together with the developer(s) by making test cases and running many tests on the software. The tester would communicate with the product owner if more detail or clarification were needed on the user stories. For SNHU Travel, I created test cases and got with the product owner to clarify some changes for SNHU Travel.

The developer role was my second favorite role as I enjoy coding and making software. Being the developer though is a challenge as with agile, change is expected, and SNHU Travel did indeed change some things. As the developer, I had to get with the product owner and the tester to get new user stories/test cases made since the project had changed midway. I developed code that would meet the requirements of the client and continue to fix anything that was wrong.

The scrum-agile approach helped the user stories come to completion by going through the different phases. First planning out how the project would be completed. Knowing what the end goal helps plan for how the team can get to said end goal. Then designing, developing, and testing made sure the user stories were done correctly and met the requirements of the client. If everything went smoothly, the phase of deploy and review can begin and this lets either the client able to test everything or some users to see if there are any bugs, or anything that needs to be added/changed. The scrum-agile approach was a success to completing the user stories in this course and SNHU Travel.

A Scrum-agile approach expects change and is for the most part welcomed. It can be rather frustrating at times, but agile is very flexible and anything can be done if time allows. For SNHU Travel, the change of direction was no issue for the team as all we had to do was create new user stories/test cases and develop new code that met the requirements. If everyone understands said new requirements and communicates, change in direction is no problem. I had to create a whole new slide show of destinations and choose different destinations that met the new requirements which involved research and time to code. When everything was completed, it met the requirements, and it was a job well done.

If there is one major thing I learned from agile, it is that communication is everything. Throughout the SNHU Travel project, I created emails to get either more clarification or asked questions that weren’t addressed. As the tester, I didn’t have enough information when making the test cases. I emailed the product owner, Christy, and asked multiple questions like, “How would the client like the pages to be displayed?”. These questions/answers helped made sure that I, as the tester, met the requirements so the developer would also be able to meet the requirements. When I was the developer, I emailed the product owner and tester, Christy and Brain, with questions as well. “What qualifies as a detox and wellness vacation?” was one of the questions I asked to meet the new requirements. This was to ensure I was on the right path for SNHU Travel. In both roles, it is important to have communication among team members to make sure the project is done correctly. Without communication, things can be forgotten, done wrong, done multiple times, etc., so meetings, emails, and face-to-face interaction is important.

There are a lot of tools out there that can help the team be successful. Some are simple ones, and some are online tools for larger teams. For instance, the team could use just a white board and sticky notes. This is recommended for smaller teams since if it’s a larger team it could get too messy and hard to understand. There’s also a software tool called Jira and helps manage the teams work in progress. This can make sure that the team is going in the right direction as it’s easy to walk off the path. I lose a lot of time because I hopped off the path and being pointed in the right direction can help tremendously in a project. Daily scrum meetings I believe also fall into the tool category, they help keep everyone up to date on what is going on and what needs to be done. This is very effective and makes sure communication is going.

AScrum-agile approach for SNHU Travel had more pros than cons in my opinion, but it depends on how you look at it. For pros, one of the main ones was how flexible and adaptive agile and scrum can be. There was a shift/change in the project midway and with this approach, there was absolutely no problem with that. It was relatively easy and well suited for this type of project as vacation types change quite a bit. A scrum-agile approach also requires creativity and innovation which was needed for SNHU Travel. Having a creative website made by the team lets it stick out more and more people will want to use it. No one wants to scroll through a boring vacation catalog, so being able to have a creative team is a pro. A con of the scrum-agile approach is that training/skill is required to be successful. I’m sure if I knew more about scrum/agile I’d have been a lot better for SNHU Travel. The other con is that it can be rather difficult to scale a scrum-agile approach for much larger projects that have larger teams. Scrum-agile is all about face to face communication and that can’t be done effectively if the team is too big which makes that a slight issue. Overall, I believe a scrum-agile approach was the best approach for the SNHU Travel development project. The project was not very large and was manageable for a small team. With the travel vacations changing a scrum-agile approach as well had no issues with any changes that were thrown and was very adaptable. Communication was key in this project to make sure the requirements were met, and sprints were well used for this type of project.

References

Charles G. Cobb. (2015). The Project Manager’s Guide to Mastering Agile: Principles and Practices for an Adaptive Approach. Wiley.