Final Project

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CS-250

4/18/2021

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

The scrum team involves three different roles: development team, product owner, and the scrum master. The scrum team is meant to be self-organized and self-responsible with the scrum master ensuring everything stays on track. The scrum team also has a high level of checks and balances, allowing the team to keep each other responsible and on task. As a result, the team can be responsible for their tasks, as well as deliver high quality work. The development team was knowledgeable of the backend framework, and thanks to the user stories curated from the product owner they had a good understanding of what the end users wanted. The development team also had the necessary front-end and graphic design capabilities to create a good GUI that met SNHU Travel’s needs. Another thing that helped the scrum team achieve success on this project was the daily scrum meeting. The daily scrum helped create a transparent workspace and allowed the team members to collaborate when needed. The development team ran the scrum meeting where they went over what each person had done, and what they will do, along with what they are struggling with. The product owner set the direction of the software with the use of user stories, ensuring the backlogs were always up to date.

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

The user stories were used to describe what the end users wanted out of the software: what they wanted it to look like, what they wanted the website to do, and why. The user stories were addressed in backlogs and helped the scrum team develop a clear goal for the project. Since the user stories helped to keep the team on track, it reduced distractions and “what if they want this?” moments. Also, as the project progressed and user stories were updated to include more detail the team was able to quickly adapt their progress to fit the needs of the end user, resulting in a piece of software that fit the user’s needs.

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

When the end user stories were updated, the scrum team saw a shift in direction. Normally, under a waterfall structure the project would be scrapped and restarted. Since this was an agile approach, the team was able to go back, make changes and improve the software. Being able to go back and edit the software to make changes can save huge amounts of time, allowing the project to keep its current deadline.

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

In scrum, communication is direct and typically simple. You want to deliver your point in the most efficient way possible in scrum. I am not like this naturally, to be able to get my thought out I must include extraordinary amounts of detail, and it is not simple. Face-to-face communication is also important in scrum, so there is not much documentation aside from email. Since I struggle with both direct communication and face-to-face communication, I had to really work to adopt the persona of a scrum team-member to deliver concise, to the point information to teammates.

Personally, I would prefer a world where I could have subtitles show every time I was speaking to someone, but augmented reality isn’t quite there yet.

**Example of message from the product owner:**

“attached is the current user story backlog. It is important that we understand the users wants and needs. It is also essential that we take these needs and implement them into the framework of our software. Let us identify the key elements that this project requires to achieve our goals and build a desirable program.”

**Organizational tools that helped the team succeed**

The scrum board was an essential visual to keep the team on track. Having visuals on where the teams progress lies served as a reminder of deadlines, as well as who was working on each task. The sprint backlog was also an important tool. The sprint backlog enabled the team to see how the current sprint was going. The backlog also served as a good tool to collect data.

**Scrum-agile principles that helped on the team’s success:**

An important scrum principle is collaboration. No one developer knows everything, but working together, two developers can go much farther. Sharing knowledge and working together on the project allowed the team to find success. Self-organization is also an important principle in Scrum. Self-organization helps the team stay aware of what they need to do and do it efficiently. Self-organization also allowed the team to be better prepared for unexpected changes and interruptions.

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

Pros and Cons:

The scrum approach made the development process work in short iterations. Since iterations were short, it was easy to adapt to any changes that were necessary, resulting in the team smoothly reaching the deadline. Another pro was that the approach made feedback at the end of the project very accessible.

One of the cons of the scrum approach was the lengthy communications between scrum master and product owner. Because of the lengthy communication, the team risked missing deadlines.

**Determine whether a Scrum-agile approach was the best approach for the SNHU Travel development project.**

For this project, the scrum approach was best. The approach was heavy on communication among the team, which led to great efficiency. It created a transparent working place, where the whole team was both self-organized and collaborative. Another thing, the scrum approach allows for the stakeholders to see the projects progress. Also, it is really great that user stories are used to better tailor the software to users’ actual needs.