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Software Development Lifecycle

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From my experiences of creating the Snhu travel development project, going through the different roles of the scrum: the Product Owner, the Scrum Master, the Testers, and the Developers all contributed to the success of the Snhu Travel development project by working together, by being transparent in communicating each other’s roles in order to bring about a successful Snhu Travel project. Each role had an important part to play for the success of the project.

The product owner contributed to the project by staying in contact with all the stakeholders so that he could make changes to the product backlog if needed. The Product Owner was the one who made the final changes to the requirement prioritization in the product backlog. Once the product owner got the instructions of the requirements for the updated Snhu Travel development project from the stakeholders (which was to focus on detox/wellness travel), the product owner was then able to communicate the updated chawith the Scrum Master who in return communicated with the developers so that the changes could be made. The flexibility is a great organizational component of the scrum agile methodology that allowed us to embrace change without slowing down the completion of the project. In addition to that holding scrum meetings (Sprint planning, the sprint, daily scrum, sprint review and sprint retrospective.) encouraged continuous communication between each team member.

The role of the developer was the one I took on for the Snhu Travel development project in which I had to make updates for the pictures and vacations that would be listed for the user. Once the changes were made by the developer then the prototype was delivered to the testers so the new product could be tested and feedback could then be returned to the scrum team after each sprint. Using the scrum agile approach helped the team understand the user stories and its requirements. The agility to the agile approach allows the team to make changes quickly while still staying on time to deliver the product to the user. The user stories were descriptive needs and wants that the user would like to experience while browsing through the Snhu travel development project website. Communication between all team members was very important for the successful completion of each user story.

The scrum master was a very important role with being able to analyze the user story and prioritize which were important so the developers wouldn’t feel overwhelmed when the project was interrupted and changed direction. In the beginning of the project one user wanted to set a price limit, see the top destinations based off price, or have hot deals based off their profile. Another user story was to be able to choose a type of vacation that they would like to go on whether it was a cruise or museum tour, and this was all expressed to the product owner which would be entered into the product backlog. This feedback from the user stories was very helpful so that the scrum team could put together some good features for the initial booking system. Communicating effectively with my team was easy with group discussions. I took on the role as the developer and stayed in close communication with my other developer in order to gain full understanding of our current position with the progress of the Snhu Travel development project between sprints.

More importantly the testers for the Snhu travel development project were essential to the success of the new updates for the new improved health/ wellness vacation website , by using test cases to ensure the functionality of the Snhu travel development project. Our team consisted of two testers.

One of the organizational tools in scrum agile principle that helped our team be successful is using estimation practices, this is a way of imagining the amount of effort it will take in order to see a user story into reality. We were able to discuss time constraints and estimate the amount of work that would need to be put into completing the user stories. One con in my opinion to the estimation practice of story points is that they may have different meanings depending on the individual agile teams. In other words, each team runs their story points a little different which could lead to confusion. Story points are easier for experienced teams. Our scrum team was fairly new with working with each other. On the plus side some pros to the story points that we used were that story points drastically reduce planning time, also in addition to that story points more accurately predict release dates for the Snhu Travel development project. Through the group discussions my fellow developer and I were able to discuss better metrics for completion of the work. Story points are great for grooming the product backlog. This is where our team was able to keep the reports on the progress of each user story.

I believe that the scrum agile was the best approach for the Snhu travel project because it allowed us to adapt the changes that needed to be made while in the middle of us already being on the project. Through each iteration the scrum team was able to give estimated feedback or prototype product to the stakeholders so they could be aware of the completion of the project. This is why the scrum agile approach was the best approach for the Snhu Travel development project. Another component is working in increments in addition to working in increments another advantage of using the scrum agile methodology was the concept of time boxing. Time boxing allowed the team to realize the time that was available for completing the Snhu Travel development project. All agile processes are adapted to the users’ needs.