CS 250 Final Project

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During my time taking this course, I really learned things that I believe will be helpful going forward in my career after graduation. I plan on pursuing a career that is very similar if not the same as our weekly work on the SNHU travel site. One of the most poignant things I learned is how great the agile-based approach is to the SDLC. Having a product owner who is the main point of contact with the clients is a big aid. Instead of having many different people to reach out to and ask questions, but instead having only one person responsible for that can cut down on so much confusion and misunderstandings. For example, when SNHU wanted to change their focus on the wellness side it was easy to reach out to the product owner and ask questions to specify SNHU’s requests. Of course, none of these programs would be possible without the developers. Their job is the most crucial because it is their work that is being scrutinized. I enjoyed my time coding for the travel site as it was a glimpse into a deeper level of Java than I had previously reached and showcased just how much you can do with that language. Without the developers we would have nothing to show to the clients during any meetings to update them. One of the most important positions but also overlooked is the testers. These are the people who are unbiased and can test what the site does and report back. If the developers intend for a site to complete a task but it only works when they do it because they know the way to complete that does not help when it is made available to the general public. Having the tester be able to come and follow the user stories to test the site without having a deep knowledge of how it works and the code behind it ensures that the site is most user friendly as it can be.

By using a Scrum-agile approach we were able to tackle all of the user stories with great efficiency. By using the product backlog to keep track of them all it also offered the chance to look over them and label them by priority and size of the job. By being aware of what stories may take more time and work it is easier to plan ahead and know what can be done in an afternoon and what make take a week or two to complete. For example, one of the user stories I identified was customizing a search by preferences from previous travels. This will require time to complete but it may not take as much time to complete as the user story of sorting destinations by what activities are great to do at the destination. Having this method of approach allows the scrum master to know what progress to check on during the sprint and what stories may be able to be pushed back in favor of higher priority items.

During the project when the project was redirected toward wellness the scrum-agile approach aided in turning it around quickly. We were able to communicate well and immediately start the work that was required to change to project whereas with a waterfall approach we would have had to start all the way at the top again making the transition possible but not as seamless.

A great example or scrum agile communication as a scrum master is the time when the project was changed and redirected. As a scrum master a bit of communication to my team would have looked something like this:

“Hello Team,

After a meeting with the product owner, we will need to regroup and take this project in a new direction. The clients would now like their site to be focused on wellness and detox destinations. Before our daily scrum later this morning I would like all of you to think how this affects the ability to do your job and think of any questions either I can answer for you or pass on to our product owner. If there are any impediments, please bring it to my attention so we can build a plan going forward to alleviate any stress.

Thank you,

Cody.”

Taking an approach similar to this is effective because it informs the team of changes with enough notice for them to formulate questions they may have and in turn allow them to complete their job to the best of their abilities. This also helps because I can then learn where any struggles may be and how I can help delegate and move the project along smoothly.

The most useful tool in my opinions is the information radiators such as Azure. These boards allow the entire team to see what is being worked on or what may be cause headaches across the team. It also helps keep track of how the project is doing if ever needed to update the clients. These boards also offer speaking points for members during the daily scrums and if anything is ailing them in their endeavors.

In my honest opinion I do not see any downside to selecting the agile approach to the SNHU travel project. It worked well even during the time when we had to change direction. It was fast to and not sluggish when we did have to redirect and allowed the team to continue moving forward. It also promoted teamwork and great communication as documented by the sample emails we created and allowed the team to work to its greatest potential. I believe that the scrum agile approach was the correct choice.