CS 250 Final Project

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December 6, 2022

Throughout the course, I took on the role of multiple members of a scum-agile team and took a deeper dive into each member’s roles and responsibilities. The first team member that I assumed the role of was the Scrum Master. While assuming this role, it was my duty to perform as the overseer of the team and guide everyone along with the addition of scrum meetings. The scrum master is also responsible for keeping scrum events on the right track and on time, while also ensuring everything is addressed during the meetings. Scrum masters are the key in keeping all members in the loop and ensuring all members of the team are completing their tasks.

The next role that I assumed was the role of product owner. The product owner’s main purpose is to relay all data from the stakeholders to the team. As I assumed this role, I talked with the business managers, customers, and development team to make sure that the vision for the project aligned with the business objectives of the clients. Product owners generally help in the resolution of design issues and coordination between the developers and stakeholders. The product owner is also responsible for collecting and using user information for the purpose of creating user stories. These stories aid in the development process by providing user feedback on certain features that they would like to see implemented to provide a better product in the end. These stories helped shape what features the users expected to see in the travel project such as personalized travel packages.

After assuming the role of product owner, I took up the mantle of tester. Testers are helpful in generating and providing feedback on tests and product quality. They ensure the program in progressing in a timely manner while also ensuring the quality is up to par with the business’s expectations. During development, I assumed the role of tester to clarify on users’ stories with the product owner to ensure that the suer stories were as detailed as they could be. As more data is gathered, a better product can be delivered as there is less guesswork on what the users expect from the product.

The final role that I assumed was that of the developer. Developers are the key in an agile team in my opinion. They are the portion of the team that creates the final program. Developers handle the more technical side of the project by writing the code that the product will use in the end. When I assumed the role of developer, I got in contact with the tester and product owner for elaboration on the specific needs to the client for the application. These questions include things such as the application’s appearance, application functionality, the end goal of the product, a timeline for the project, and the function and nonfunctional requirements of the system. Developers benefit greatly from the agile method. As requirements change, it is easy to pivot and change things if the client wishes.

A scrum-agile approach to user’s stories helped in narrowing down the scope of the project to implement features that the user’s would like to see. As the tester and developer, user stories were clarified and expanded upon to gather as much information as possible to deliver a more complete product in the end. By keeping the customer and everyone else involved during the entirety of the project, the team was able to make changes to the project that better aligned the vision of the stakeholders. This is what makes an agile approach so important in development. As user stories change and the scope of the project changes, the changes can be implemented since the requirements are not set in stone from the beginning.

When the project was interrupted to allow for a direction change, agile made the process a lot easier. The product owner relayed to the team that SNHU Travel would like to focus on wellness vacations as well as change the application format to a slideshow. Due to agile being implemented rather than waterfall, the project could change without requiring massive reworks to the entire process. The design changed to that of a slideshow and wellness vacations were added in a very simple manner as the team could pivot on a dime in the blink of an eye. The project did not have to be scrapped due to the agile method.

My first piece of communication was as the tester. I sent an email to the product owner to clarify and elaborate on user stories and their specific requests. This helps in narrowing the scope of the project and reduces project development time by only implementing exactly what the users expect to see. Here is a copy of the email:

To: Product Owner

From: Tester

Subject: Additional information from users requested

Good evening, Product Owner. I have a request for a follow up with each individual involved with the initial user interviews. I would request, preferably, if a follow-up one-on-one interview with each user could be completed for elaboration on each of the user statements. This could also be completed via a personalized follow-up survey. Questions I would like asked are as follows:

1. Could you elaborate more on your previous statements? (Provide the users original statement to remind them)
2. How would you like this feature to function?
3. Is there any particular way you would like the function to appear as? (This can be page placement, size, etc.)

Thank you for your time and I hope you have a wonderful week.

Best Regards,

Tester

The agile method implemented many tools as a framework during the course of this project. The principles of the agile method allowed the team to be flexible and adapt to any changes that may have been thrown their way. By keeping everyone in constant contact through the entire development process, these ideologies ensure that the product is delivered on time and presented as a product that the client wanted to see. The scrum events were key in promoting communication throughout all of the team members while also keeping everyone up to date on the stages of the development process. This client-oriented approach allowed the team to provide their best in delivering a valuable product to the client.

The Scrum-agile approach has many pros when implemented for the SNHU Travel Project. It allowed for the team to gather a ton of data at the beginning of the process as well as throughout. When the scope of the project changed completely half-way through development, the team was able to respond appropriately by making the required changes without losing momentum. Agile also allows for planning throughout so this can benefit the client when their ideas for the product are not set in stone. This type of adaptability can also be used as a con of the agile process. By not knowing exactly the entire scope of the project, budgets can be hard to come up with and maintain as changes are allowed to be made to the final product. The waterfall approach sets all of these things in stone upfront and making changes requires a ton of additional time, if the project even allows for the changes. Scrum meetings are also reliant on individual team members to present what portion of the work has been completed and if the team member can not properly update their team members, then the lack of communication can seriously hamper the progress of the application. Due to the benefits outweighing the cons by quite a bit, I believe the agile approach used for the SNHU Travel project was the correct choice over using the waterfall method since the project did end up changing drastically midway through.