

David Droege

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CS 250 Final Project

Applying Roles:

Scrum Master: The play caller of the operation. A scrum master has a full understanding of the agile method and holds the team accountable to the process. The scrum master ensures that communication, agile processes, and punctuality occurs in the team.

Product Owner: The manager of the operation. The product owner stays closely in touch with the stakeholders in the project. The product owner maps out and communicates the project goals to the team, ensuring that the project meets the requirements of the stakeholders.

Tester: The tester vigorously tests the projects from start to finish of the development. The tester communicates their experience with the rest of the team. It is important for the tester to mention errors or improvements that can be made, while also communicating what works well.

Developer: The programmer of the project. The Developer oversees creating the program. Typically, there would be multiple developers that collaborate in order to have a more efficient process.

Completing User Stories:

As the product owner you will communicate with your testers to get thorough information about their experience using the program. Taking the information that the testers give you, you will then write out user stories that document what improvements need to be made.

User stories can also be used to communicate features that users would like to see added.

Working with Travel SNHU I was able to use user stories to create a better system that met user needs.

Handling Interruptions:

Interruptions are inevitable, most projects will experience them, so it is important to know how to best handle them. Working with Travel SNHU the project had to suddenly change as the market that we were targeting changed in order to appeal to a larger audience. The deadline remains the same, but the project changes. With the agile method a team is able to take the work that they have already completed and reorient it towards the new end goal. What is important is for a team to be flexible and ready to take whatever interruptions or changes come their way.

Communication:

A part of the agile method is the daily scrum. The daily scrum is a meeting that occurs daily with an agile team. The team will discuss their progress, setbacks, and goals for the next meeting. The purpose is to hold members accountable over a short timeline and ensure that each member is on top of their responsibilities and able to communicate their work with the rest of the team. For the communication discussion my team actually failed to communicate which led to us never coming to a final agreement. I took responsibility for my failure to help the team, and from this experience I have learned how serious of an effect the lack of team member's communication has toward a project.

Organizational Tools:

A great tool that was discussed with my team was JIRA. JIRA is a program that maps out the team's progress, goals, and notes in one place for everyone to see. Having programs like this helps the team all stay on the same page, which in turn promotes better collaboration.

Communicating and keeping track of the project as a whole helps keep track of the beginning, the end, and the progress needed to get there.

Evaluating Agile Process:

There are many more pros than there are cons to the agile process. Working with SNHU Travel it became clear that working with the agile process made the project much more efficient.

Continuous communication with the team helped the end goal remain unanimous. Dividing the roles to each member allows for everyone to work with their strengths and outsource to others that can cover their weaknesses. A con of the agile method is that if one member of the team falls behind or fails to keep up it can hold the rest of the team back. However, even with a slow team member the agile process allows for more communication and collaboration to cover the slack. Overall, the Agile method was a great approach for the SNHU Travel project.