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Final Project

In retrospect, our scrum master on the team contributed through planning and organizing our sprints. For example, our sprints for the SNHU travel project were to be no longer than 15 minutes long each day. Furthermore, backlog refinement and prioritization within the team was critical as our scrum master broke down complex tasks into much smaller ones allowing the team to keep pace and make the 5-week deadline for the SNHU travel project. Next, our product owner oversaw gathering customer feedback and through that creating user stories. For instance, the product owner created 5 user stories for the SNHU travel project within each of these also came with a description, complexity of the task, and the number in which the task was to be accomplished. Jumping to the tester within our agile team, they were tasked with making sure the user interface of our project functioned as it should, and the user experience was simple and could be easily used by any end user for the SNHU travel project. This was accomplished through the utilization of user story refinement as we went in and gave the tester clear cut pass/fail criteria and the steps taken as he moved through the SNHU travel application. Additional component to the agile team we have developers, and their role in the SNHU travel project was to add key features as we transitioned from just a basic list view to a more slide show like approach for our user interface.

Through utilizing the scrum-agile approach when progressing through our user stories till completion was the ability to have flexibility and provide collaboration to allow for insight and asking questions when tasks may not be so clear. For instance, the product owner who gathered the information creates the user stories which in turn the scrum master coordinates who does what task. On top of that opens lanes for communication for developers and testers to gain clarity on what their tasks are if unsure and address any necessary changes that may incur during these tasks as well. For example, when our testers within the SNHU travel project we were giving steps for testing certain components or features and what the expectations were. However, we got an email to clarify the tasks for the given user stories along with the revised version of each which shows how adaptable the scrum-agile model is when it comes to SDLC.

Communication techniques and practicing these effectively is key to success when working in this fast-paced agile environment. Meanwhile, through the modules the most effective communication came through our group discussion where we found ourselves put into a role and our focus was to transition from waterfall to agile. Initially, we were all within an email channel which was to formal and slow when it came to response time. Within our team our scrum master decided to setup a discord channel for communication where we could be informal, ask mission essential questions, and gain rapid feedback. In turn, we were able to critique or ask questions based off each other’s roles which in turn attributed to a more engaging experience overall.

Scrum events were instrumental in our team's success, especially in sprint planning. We utilized tools like user stories and task identification within the sprint, a period generally lasting 2-4 weeks during which we tackled tasks from our product backlog. These tools and practices ensured our work stayed organized and focused. Additionally, we held daily standup meetings, where team members came together to collaborate, clear up any uncertainties, and keep our project on track toward the goal of completion. These meetings served as a valuable checkpoint to ensure everyone was aligned and progress was steady. Furthermore, we placed a strong emphasis on grooming our backlog. This meant we carefully refined and organized it to ensure it contained detailed descriptions and proper prioritization, guaranteeing that our project remained well-structured and in line with our objectives.

Our SNHU travel project went far smoother as we utilized the far superior agile-scrum approach rather than another model. To elaborate my beliefs this to be true instead I’m going to take the approach of trying to figure out the SNHU travel project but within the waterfall model. First, we’d start off by planning the whole thing from start to finish. This would entail how the application would look from start to finish, features it would have, our expectations on pass/fail criteria when testing, and let’s say we want customer feedback at the end of all this work as well. So, boom we start off strong and we get to building things start off not so bad, but you are running into a lot of questions that you need to ask but your team only meets once a week, and the rest is over email or a chat channel. Also, that’s just in the developer’s eyes and the list goes on for testers and revising tasks for each of these roles will take months. However, let’s say it gets to the customers feedback after completing this month’s long project and the customer base is unsatisfied that the team left key features out. The terrible thing is to add these features may break the application we already built but not only that developers when coding and putting that much effort may get attached to their codebase which could lead to other problems.

Overall, our agile-scrum approach demonstrated its superiority in managing complexity, fostering collaboration, and ensuring efficient communication. It allowed us to adapt to changing requirements swiftly and navigate uncertainties with agility. In contrast, the waterfall model's inflexibility and lack of continuous communication could have led to numerous roadblocks and dissatisfaction among stakeholders. Our journey with the SNHU travel project serves as a testament to the effectiveness of the agile-scrum methodology in the dynamic landscape of project management.