All of the members of the scrum team were important to the success of the SNHU Travel project. The product owner was the one who did the communication with the clients. They were responsible for obtaining the user stories and communicating with the stakeholders. They are also the ones who set the priority of items in the backlog. The product owner is the one who gets the vision for the product and communicates that to the rest of the team. When the client wanted changes to be done, they communicated that to the product owner so that it could be communicated to the scrum master. Because of the way a scrum team is set up, the product owner is the only one who communicates with the client, so this is a very important role. They connect the client and the rest of the scrum team together.

The scrum master oversaw and facilitated all the meetings and making sure the scrum team stayed organized. They ran our daily scrum and made sure the team stayed on track with the project. They are the ones who made sure that the scrum practices were followed and that everyone knew what they were doing.

The developers were responsible for the development of the website. They are the ones who implemented the user stories into the website and designed the website according to the client’s needs. They worked closely with the testers, whose main job was to make sure that there was nothing wrong with the product going out. While it seems like the tester would not have much to do until the product was completed, they were actually needed throughout the project. They are the ones who made sure that the product worked and continued to work during each phase of development even with changes. They went through detailed user testing steps to make sure that every aspect of the product was working like it should, and if it was not they worked with developers to ensure that the problems were fixed in a timely manner.

The scrum approach to the SDLC helped the user stories come to completion because the team was able to focus on individual user stories when working on the product. One of our user stories asked for a user profile that would show the preferences of a user. The team was able to implement that while working on the product, even though that suggestion was made after the product had been planned out. This is because agile is more flexible than other methods like the waterfall method, where the testing phase and getting client feedback wouldn’t happen until the end of the project. Because of this flexibility, we were also able to change the direction the client wanted to go with the product without remaking the entire project. While we were working on the product, the client decided they wanted to go a different direction with the content of the website. Because we were using agile, we were able to take this shift and rearrange the priority list to endure that we could get the change done in time without sacrificing the quality of the finished product.

My team was able to communicate effectively though the different scrum meetings, like the daily scrum, but we also communicated through email. Following this is an email between one of our developers and the product owner and tester. It demonstrates the team communicating effectively because it clearly asks for information that is needed for the developer to move forward with the project and the requests being made are specific to what is needed from the recipients.

Product owner and tester,

I am looking forward to working together with you under the new plan. I would, however, like to bring your attention to the fact that with all these new changes that we are going to need updated user stories so we can see what the user expects from the application with these new changes. This is also something that we need so that we can update our priority lists on the scrum boards. I would appreciate it if you could get this new information to myself and the rest of the team as soon as possible so we can move forward with development. I will also need assistance from the tester in order to make sure the new changes to the website work properly with the new content.

Thank you,

Developer

One of the most important tools that our team used was the information radiator. With it we were able to keep track of what everyone on the team was doing at any time instead of having to wait on meetings to communicate. Because everyone was continually updating the board with what they were working on we had constant lines of communication open. With the team I was working with, sometimes scheduling conflicts meant that not everyone was able to be at the daily scrum or that not everyone was working from the office on a given day. Since our information radiator was virtual, using a project management software, we were able to keep the entire team updated on our progress wherever we were at in real time and ask each other for help if we needed it. We were able to confront problems and discuss solutions in real time. Using these information radiators combined with a project management software, we were able to stay organized and keep communication open. I believe that the information radiators and the project management tools were an invaluable part of our project and very important to our success as a team.

The scrum-agile approach was very effective for this project. It allowed us to stay organized throughout the project and allowed for better collaboration among our team. The main downsides are that the scrum format can be challenging, and the output can be fragmented. This is a method that is good for experienced teams who are committed to the product in order to help with fragmentation and a lack of a definitive ending to the project. I do think that scrum-agile was the best approach to this project, especially since the client wanted to make some large changes during development. With the waterfall method the client would not have seen the product until it was complete and too late to make the requested changes without restarting the entire project, since the waterfall method is focused on only moving forward, while agile is more about breaking the project down into pieces and working on the highest priority ones first. Because we were using scrum-agile, we were able to easily go back and reprioritize the project so we could still make the requested changes on time without starting the entire project over.