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CS-250-H7493

Final Project Reflection

There were many things that different roles contributed to the success of the SNHU Travel project, one of those things must be that the developers were able to draft and send an email to Christy the product owner and update expectations to make sure that the scrum team was able to work efficiently. More specifically, it was an email asking for more transparency so that the developers and testers could know about changing plans earlier in the process so that they have time to pivot and get ready for a change. All because this was an Agile based project, the development team was able to pivot and update test cases and the entire software for the new guidelines from the product owner, which while difficult, was able to happen because of a good team and good coding practices. The testers contributed quite a bit as well to the success of this project, especially when they were able to update test cases on the fly. We were brought in at the very last second to update the application with new types of test cases for the new type of software that they wanted us to build, but we were able to manage. The product owner as well did a good job working with what they had, which was a client that did not quite perfectly understand what they wanted. Once the client and them figured out exactly what was needed, it was relayed to the rest of the scrum team, and it was started and completed efficiently. All thanks to good communication between the all the members of the team. I also believe that the prior planning, in terms of the team charter we put together, before starting this project helped this project go quite smoothly and was essential in getting this done.

Quite honestly, between the changes by the SNHU travel team and the Product owner, it does not look like we achieved any of the three user stories we developed early in the scrum process. While I believe that we did achieve our updated goals, which was to create a wellness slideshow type app. We were unable to complete the user stories that we put together in the beginning. This is due to a change of goal and is ok. We missed our goal on adding filters, as well as adding categories.

The use of a Scrum-Agile approach came quite in handy when the project was interrupted by the product owner who had found out that we need to change our approach and change an integral part of the software. Specifically, when we had needed to change test cases from any vacations to health and wellness resorts. The fact that we had used a scrum-based approach, it meant that we had built the app with the understanding that at some point we might need to change it, luckily for us, we did not have a super difficult time reworking the application to fit within the specifications provided to us by the product owner.

I think that communicating effectively with the team, as well as knowing when to keep back is a very important quality of a Scrum Master. One time I stepped in that was necessary was when Christy the product owner came back to the team with information as to how the software must change. While everyone was on a good track and asking important questions, they were missing one very important one that I needed to make sure that we had asked, which is whether we’re moving deadlines back to accommodate the major shift in content when the Product Owner let us know we need to adjust the application.

I believe that we had a few organizational tools and Scrum approaches that helped us be successful, one of which would have to be the product backlog that we created, particularly the user stories that we developed so that we knew exactly what we should be working on. This allowed us to start development on what was the most important part of the application and develop it in pieces which also helped us with creating modular software. I also think that the daily scrum helps us, the fact we were able to find out the product was changing as soon as the product owner knew helped us get started on updating the application.

I wholeheartedly believe that the Scrum-Agile approach for this project was the best approach we could have done. Especially with the quickly evolving guidelines for what we needed to build. I do not believe there were any major cons with the Scrum-agile approach that we implemented in this project, at least not any that would have been prevented by another methodology such as the waterfall method. However, we had a few pros. The fact we could pivot to change priority so easily is incredibly good. We also became quite good at communicating between team members. Everyone knew their tasks and what they had to do, so everything got done on time.