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CS250 Software Development Lifecycle

Module 3 Journal

As the product owner for the SNHU Travel project, communication between the client and the development team is key for a successful product. By engaging with stakeholders, properly utilizing user stories, and conducting interviews and meetings, you can ensure the success that you, your team, and the client is looking for.

At the start of the project, as the product owner, you are going to meet with the stakeholders or clients to get a proper understanding of what their wants and needs are and what their expectations are for the finished product. Periodically throughout the project the product owner will keep meeting with the stakeholders to ensure expectations are being met. This ultimately leads to a more accurate product being created. Engaging with the stakeholder in this way also allows issues and defects to be identified early in the project rather than finding them at the end and potentially needing a complete re-work of the product. Also, engaging with the stakeholders and getting them involved through the whole developmental process gives them some ownership of the project as well which will make them want to help more often and in a more valuable way.

A user story is a detailed descriptions of a feature or a product form the perspective of the end-user. The user stories help the Scrum Team because it defines clear requirements that the end-user is asking for and what is acceptable for the final product. User stories also help prioritize what needs to be done. The user stories are all store in the backlog in priority order giving the development team a visual queue of what needs to be done and when to do it. Lastly the user stories act as a form of communication. It helps the development team communicate with the product owner as well as the stakeholders. Of course, the product owner and the stakeholder meet periodically, but if the development team is not able to be a part of the meeting, the user stories help communicate what they have done and what will be done with clear details.

Conducting interviews and focus groups is what allows the user stories to be created. We start the project with the umbrella idea of a travel software for SNHU, but these meetings allow the development team to add specific items into the software. For example, when the customer requested the ability to have the top listed destinations customized to their travel profile, the development team can now incorporate that need instead of assuming what should be added into the software. The interviews ensures that all development adheres to the users’ actual wants and needs.

There are other methods for collecting feedback to build user stories other than conducting interviews. There are surveys or questionnaires that can be sent out to a large audience of people to give the team a large-scale view of what the end-user wants out of a product. There is also testing, but not where a tester withing the Scrum team tests the product, this is testing where the user gets to test it and give their own opinions and recommendations. A good example of this is in the videogame world, many videogame companies will release beta versions of their game and make tweaks based on what their audience recommends before releasing the alpha, or final version of the game.

Work Cited

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