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**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**.

The Product Owner provided a unified source of information and direction for the SNHU travel project. The removal of speculation and clear communication with the client during the initial meeting led to a clear understanding of the customer’s vision, which the product owner translated into the product backlog. The product owner then sorted user stories in the backlog to create the most value for the customer. For example, the implementation of a top 5 list of destinations and being able to sort destination by different categories were primary goals the client requested, therefore higher in value and priority in the backlog. The product owner also maintained the scope of the project manageable because of the strict timeline the customer required.

The Scrum Master was critical for assisting the product owner and development team break down the user stories in the product backlog into more manageable chunks in accordance with the team’s experience and skill. Managing the workload of the team is a very important responsibility in an agile team because teams that are overtasked will have a difficult time correcting their trajectory without the guidance of a scrum master. Without a scrum master’s training and empowerment, the continuous improvement aspect of an agile team is severely reduced. For example, the scrum master assembled a team taking into consideration the project requirements while speaking to the client. The scrum master also defined the ground rules for each event in the agile framework, such as the daily scrum, sprint review and retrospective and backlog refinement, in which all other team members participate to improve the product and development process.

Testers define the specific requirements for a user story to be considered complete and create tests cases to ensure that the user story fulfills those requirements. The acceptance criteria are based on their respective user stories, but it is much more detailed and technical to test for functionality. Whereas the user story is intentionally open to interpretation so that the developers can fulfill the requirements in their own way.

Developers utilized the user stories given by the product owner and the test cases given by the tester to create the initial SNHU travel top 5 destinations page. This initial demo was used to demonstrate the project’s progress to the client and to elicit feedback for continuous improvement of the product.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**.

Each one of the steps in the Scrum-agile approach played an important role during development. Initially, there was very little time wasted in long term planning and I was able to get to work right away on creating the initial backlog. During the sprint planning meeting, the team committed to accomplishing the most valuable tasks in the backlog. These were started during the sprint, clarified during the daily standup, and refined during the sprint review. Once the sprint delivered the initial working product, the clients gave important feedback that further tailored the product to their needs.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.

The scrum-agile process improved SNHU’s travel site rapidly and efficiently, handling changes in direction without much trouble. Most of the code initially created for the first demo was utilized for the second iteration of the site because it was created on the very first sprint. The rapid development style of agile enabled the detection and feedback by the client that led to major changes to the site. If more features had been added to the initial layout, more resources would have been wasted and it would have been more time consuming to pivot in a new direction. Continuously improving upon the last iteration in short sprints is a dynamic and exciting way to develop because it allows the team to evolve the project in unexpected directions that may end up working best for the client.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.

Real-time updates and face-to-face communication are the main drivers for success in a team that is closely integrated because they remove a lot of ambiguity and uncertainty during development. Most of the daily standup meetings while creating the site for SNHU travel included all parties: The client laid out the initial requirements for the project, the product owner and scrum master refined the priority of those requirements to increase value for the client, the scrum master led the meetings in which all those requirements were discussed and assisted dividing work among the development team, developers and testers implemented user stories into an functioning application and delivered a working prototype. All parties involved asked for any clarification and provided feedback, not only verbal but visual, making everyone an information radiator that improved both the product and process.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**.

Excel sheets with the user stories functioned as a visual product backlog and any changes made to it was readily available for all team members to see. This tool provided a very easy way to see what the team prioritized and what everyone is working on. The requirements listed below the user stories also provided the technical requirements for the team to accomplish, which can be changed and refined over time. Also, the ability to access this tool from anywhere gives the team a real-time update on the status of specific user stories and the sprint as it progresses, making it easier to integrate teams not co-located.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project. Be sure to address each of the following:**

The pros of the scrum agile approach include advantages such as spending less time to get started because initial requirements in the planning phase are expected to change and are less detailed. This expectation of continuous change lessens the amount of rework needed because most requirements are placeholders instead of rigid plans. Waiting to the last possible moment to implement a feature reassures the team and client that the new feature was necessary and worth spending money and time into creating it. However, some of the cons are that the project’s timeline can be extended if the development team has a hard time implementing a solution that does not satisfies the client’s expectations. The level of cooperation required to make an agile teamwork is higher and if the team or client are not ready for that level of cooperation, the project can suffer delays or higher costs due to inefficiencies. The SNHU travel project required some experimentation because the client had a goal in mind, a placeholder, and the team implemented it little by little to get closer to what the client actually wanted. The agile-scrum approach was very appropriate for this scenario.\

References

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley. Accessed December 9, 2021. <https://search-ebscohostcom.ezproxy.snhu.edu/login.aspx?direct=true&db=nlebk&AN=937009&site=ehost-live>