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CS250- Software Development Lifecycle

Module Seven Final Project

Over the course of the SNHU travel project I have taken on several roles in learning how Scrum agile method can be used to reach the end result of a project or product. The first role that I took on was that of a Scrum Master for the project. The first steps would be to meet with the Product owner to ensure that our goals are aligned before we meet with the Scrum team to develop a plan and set priorities and sprints. With this information in hand the Project charter and daily Scrum meetings can be held. As the Scrum Master I ensured that the team knew what was planed and that we had adequate resources to achieve the goals for the SNHU travel site. By ensuring that the project plans were in place the expectations of the team members were established the group can function better as a whole.

The next role that was discussed was that of the Product Owner. They worked with potential users to develop our stories and from there these helped create test cases for the testers to use. This role is very important in that they must not only comprehend what the users are telling them, but what portioned of their communications they are not. If the users speak about how they would like a specific type of search to be filtered for them. The Product owner my determine that a profile setting that can automatically adjust what is displayed for the user may be needed. Ultimately, this role helped to focus the team on the important aspects of the project.

The next role that we worked with on this project was with the tester. The quality of their work was heavily dependent on the stories provided by the Product Owner and users. The product owner’s notes for the SNHU travel website, helped the testers develop their test cases based on the user stories. With the agile system producing a minimum level of a working project is acceptable, this allows for the test cases to help narrow in on which aspects need to be tested, if there were several different way then the test cases could become increasingly difficult and time consuming. This allows for quicker testing of the cases and quicker feedback to help the development team as a whole. Additionally, the tester work closely with the developers so that both parties have a greater amount of involvement with developing the SNHU travel site.

The final role that was discussed while working on the SNHU travel site was the developers. They started off working on the travel site based on the initial plan, but halfway through were notified that it was to then focus on detoxing and wellness retreats. The developers had already started coding for the initial idea for the site but were able to quickly adapt the coding they had done to fit the new plan. With a minimum amount of coding done to create a product, since it was not specialized, the developers were about to repurpose the coding with little waste or time and money. Working closely with the tester during this phase helps both members of the development team to learn and speed up the process, as the tester can create test cases while the developer are creating the code for what will be tested.

The Scrum team was able to take the individual user stories and create both a Product Backlog and the test cases from the users. These items were assigned a point value based on their complexity and time to complete and this was used to determine the priority of the items. The user stories were used during the planning, defining, and designing stages of the SDLC. This way each of their stories could be taken into account when creating and testing the product. That being said they still had an influence in the final product, as we saw when the SNHU travel site’s primary focus was changed during the building phase. With the Scrum agile method through these new changes were able to be introduced into the design of the product and thus incorporated into the final project without have to start over again.

About midway through the project the direction of the travel site changed to focus on detox and wellness retreats. If this project had been started under the Waterfall method, there was a possibility that it would have had to be scrapped and started over again, wasting time and money. Since the team was using the Agile method, they were about to reprioritize items on the Product Backlog and make changes to the product to accommodate the new vision for the travel site. The development team was able to quickly adjust their current coding and work to that of the new requirement. The different team members were able to work together to help accomplish this goal, instead of just reply on one person to make all of the changes. The testers work along side the developers so that they can communicate on possible scenarios and provide feedback to the developers as they are creating the site.

**Email:**

Hello All,

With the recent changes to the plan I wanted to reach out for a few clarifications for our project. Does the recent change to focus on health wellness and detox vacation packages result in us changing the lay out or just the vacations being offered? Does this category need to be added to option under their profile to include this vacation type as a preference? Do we need to add a category under the filter section for this category as well? For the testers, I can send you a list of all the changes that have been made so that you can start to formulate ideas on the various new test cases to try. If you have any questions let me know.

**This email includes several team members and is asking questions about the recent changes to the direction of the project. This is helpful in that the communication will been seen by more members of the team to keep everyone on the same page and if they then have follow-up comments or questions that can be included now as well.**

**Some of the effective tools of a successful Scrum agile team are the user stories, the Scrum Board, and Sprint Backlogs. With user stories gave the team the ability to develop tasks that needed to be complete based on the information that was gathered. These can then be given a priority and assigned out. This also gives them an overview of what is needed for the project and can help the team plan a more efficient sprint. The Scrum Board is where the tasks are located for the project, there are three sections on it, the needs done, in progress and completed sections. This allows for both the team members and management to see where they are at on the project. The Sprint Backlogs these are the items that are carried in between sprints and are usually in the in “progress” section of the Scrum Board. This allows for the team to see what is still being worked on so that it is not doubled up on by mistake and if someone is needing help this can encourage collaboration amongst the team members.**

Ultimately, I feel that the Scrum agile approach to the SNHU travel site was a success. The team was able to adapt quickly to the new requests from the stakeholders. This may have caused issues if they were suing the waterfall method. The project was used to create a predetermined minimum working product. It may not be a sophisticated as some other systems, but it is adaptable as we saw. I feel that the Scrum agile approach was the correct one for this project.