Final Project

Each role that plays a part in the Scrum-agile team is a major key towards leading towards the end of each sprint. With one position being absent from the team, the sprint goal all falls apart and will be unable to be finished. Each position and its roles are as listed:

1. **Product Owner**: The Product Owner is the guy in charge of user story prioritization and ensuring business goals are all aligned. He will manage the product backlog, decide which stories need to be completed first, and maintain the project’s goals. Constant communication must be made with the Scrum Master to ensure that everything is going as planned. The Product Owner during the SNHU Travel Project decided what stories would be completed first, such as the feature to recommend locations based on travel history, as well as updated the backlogs.
2. **Scrum Master:** As the Scrum Master, I oversee my team specifically. My biggest role is to ensure that there is constant communication between the team and I, removing obstacles in the sprints for my team, ensuring principles are upheld, and devising meetings and plans to ensure we are all on the same page. With these responsibilities, I must always have constant communication with every person involved in the sprint and ensure that they are doing the same. I will plan meetings, have one-on-one communications, send emails to the team or clients, etc. I oversee ensuring that the project and sprint will be done at the time that they should and of the best quality. With the SNHU Travel Project, I laid out user stories for my team showing what could improve, planned meeting with the team to discuss things such as deadlines and what’s needed, as well as wrote emails to stakeholders and the product owner asking what else is needed of this sprint.
3. **Development Team:** The development team does exactly what it sounds like. They are the people who will develop and make the idea a reality during each sprint. In the development team, there are also the testers who will test each program/software to ensure the highest quality of it. This team must have very good communication skills and teamwork. Many people will be working towards one goal, so the Scrum Master needs to ensure that everything they do is being communicated with each other and the people in charge. They are the ones who complete each user’s story and ensure it is exactly as envisioned. During the SNHU Travel Project, the dev team looked at the user stories on Microsoft Excel, and then laid out the base work of how each story would be prioritized and completed.
4. **Stakeholders:** The stakeholders are the people who set requirements for what needs to be improved and updated in the user stories. They continue to state what needs to be improved in each sprint, as well as ask others for input on what needs updated. This was seen with the travel project when a stakeholder asked for additional filters when searching for a travel destination.

A Scrum-agile approach to the SDLC helped each of the user stories achieve completion by adhering to the basic guidelines of the Scrum approach. First, sprint planning is the biggest of the rules. A sprint plan must be very detailed and organized, as well as listing and breaking down every user story, prioritizing these stories, and ensuring everyone is on the same page. Next, daily meetings are held to ensure that the team is well on the same page, updated on any changes or issues, and able to state their voice and any issues that need to be addressed. Lastly, sprint reviews are done so that the stakeholders may voice their opinions and the team will take note of these opinions to enhance their sprint. All of these were done with the SNHU Travel Project, as seen in discussion post where our team had a mock “meeting” about our roles and improvements needed.

With a Scrum-agile approach, there should be enough communication and teamwork to be able to overcome interruption and changes in direction. The first way that this can be overcome is accommodating new priorities into the current sprints. The team must communicate about this, and the Scrum Master decides what new priorities should be placed before the other ones, while changing the backlog as needed. Doing this allows new objectives to be reached quicker than, not nearly as needed, older objectives. This was seen in the travel project when we reprioritized the excel sheet to fit in more attentive matters into them. Another way to combat these issues is quick adaptation. This is done by ensuring that all matters are discussed in meetings with the team, the backlog is regularly updated, as well as any new stories being prioritized as soon as possible. Doing this allows everyone on the team to be updated and on top of things.

To demonstrate my ability to communicate with my team as the Scrum Master, I will do a variety of techniques to not only get my point to my team, but also allow them to make their points to me. The first way I will do this is daily stand-up meetings. These meetings allow not only myself to stand up and voice my concerns or requirements, but each person on the team. Everyone will have a chance to voice their opinion, and others are encouraged to question, agree, disagree, or otherwise to anyone during this. Another way of doing this is collaborator tools. We learned a little about these during the course, and the one I chose to write about is Jira, so I will explain how Jira would improve communication. Using Jira as a tool would bring many benefits to myself and the team during each sprint. Jira allows very easy user story creations, task tracking, bottlenecks, and progress throughout each sprint goal.

The organizational tools that helped my team be successful would include the Jira software stated in the last part. With myself being the Scrum Master, this allows me to spend a lot less time working on these things, and more time in the action with my team. For my team, this means that they have easy access to every piece of information needed for each sprint right on the computers that they work with. This allows much more time for every part of the team to spend less time planning and coordinating, and more time getting the sprint completed.

The Scrum-agile approach for the SNHU Travel project worker very well, in my opinion. The pros of using this approach for the project includes flexibility and adaptability to any new obstacle or challenge presented, a well-represented team that feels secure in their position to provide input and feedback, a better communication within the team, and involvement from stakeholders as well. The cons include a much steeper learning curve and time needed to be prepared for the project, very skilled and empowering leaders, constant stakeholder evaluations and availability, as well as a steeper resource allocation.

Overall, the Scrum-agile approach allowed the team working on the SNHU Travel Project to be more successful with their work. The team and I, the Scrum Master, were able to communicate much better and gain important input and advice from stakeholders and the Product Owner. This worked much better than the waterfall method would have, as we were constantly changing and reprioritizing user stories, adjusting requirements, and staying on track with the project. Being on top of these things allowed for the project to be completed much quicker than it another method were used, as well as much more complete.