Hatcher Blair

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CS-250

Final Project

Throughout the lifespan of the SNHU travel project all the roles of the scrum team played an important role in completing the project on time. The product owner spent a lot of time working with the stakeholders to get feedback for the development team. The product owner also did a great job of making sure that the user stories that were submitted were properly formatted and only contained information that was helpful to the development team. If the user stories were not formatted properly and trimmed down to fit the needs of the development team, then the project would not have gone as smoothly. The scrum master also played a significant role in the delivery of the product.

The scrum master did an excellent job of prioritizing and updating the backlog throughout the development process. This allowed the development team to always be working at capacity and make sure that they were always working on the most important tasks to complete at any point in time. The scrum master also did a great job of planning each sprint and making sure that the daily scrum was a productive fifteen-minute meeting. Each sprint contained enough user stories to keep the team busy, but not so many that the team became overwhelmed and slowed down if there were any user stories that were more difficult than intended. The daily scrum meetings were well organized and helped the team become more comfortable working with each other and sharing their struggles.

Moving on to the development team, they were the people responsible for keeping the project on pace. The team was very open about their progress in the daily scrums, which allowed for any issues that arose to be fixed quickly and efficiently. The team also worked very well together, allowing pair programming to be an effective exercise and for the team to deliver a product that everyone was proud of. Every member of the development team held themselves accountable for the entire project and wanted the product to be perfect, which allowed them to deliver a very high-quality product in a short timeframe.

Finally, the testers were responsible for making sure that the product was ready for the stakeholders and the public. They worked very closely with the development team to ensure that every element of their code was being tested properly and was bulletproof. Their collaboration with the development team along with their thoroughness in their testing was how we were able to bring a complete product to launch in a short time frame.

The scrum-agile approach was critical in making sure that each of the user stories came to completion. The scrum master made sure that the most important stories were prioritized first, while the development team divided the stories up amongst themselves to make sure that all the stories were completed when they were supposed to. An example of where this methodology really helped us bring the project to completion was when we made a pivot to targeting detox/wellness travel in the middle of development. While the change was a little frustrating having to pivot what we were doing to work on something else, because of the agile approach we were able to make that change quickly and effectively so that our stakeholders were able to see the product change much faster than a traditional approach.

Throughout the project communication played a major role in getting the product ready for launch as fast as possible. Referring to the example above, every role on the team had to communicate the changes that needed to be made quickly and efficiently in order to make the changes happen. The product owner had to take the information from the stakeholders and translate it into user stories that were useful for the development team. The scrum master had to re-arrange the plan for the sprint and reorganize the backlog to accommodate the change in priority for the user stories. The scrum master also needed to communicate these changes with the development team in a way that made them understand why these changes needed to start being worked on right now. Finally, the developers and testers needed to be in constant communication with each other to ensure that the changes that were being made weren’t breaking any old code and that the new code accomplished the changes that were detailed in the user stories.

In order to complete the project on time we used several organizational tools. The most important tool we used was the daily scrum. This allowed the development team to relay their progress to the scrum master on a day-to-day basis as well as allowing the development team to identify any roadblocks that they encountered along the way. Having a board that visualized what the team was completing every day was helpful for the development team to visualize what still needed to be worked on as well as look back on their achievements. Another important organizational tool that we implemented was the user stories. The user stories organized all the information needed to complete a task in a neat and concise way. The stories allowed a developer to pick a task to work on and have all the information they needed to complete it in one spot. This meant that the team was very rarely spending time trying to get additional information about what a feature was supposed to do and spent more time working on implementing that feature.

Overall, the agile approach was critical in the completion of this project. It allowed us to be more organized when developing the product, meaning that our development team could spend more time implementing features instead of more time doing research. It also allowed the product owner to get more accurate feedback from the stakeholders throughout the life of the project. It also allowed us to make a pivot in the middle of the project to focus on a different task, this kind of pivot is not possible in the waterfall approach. Some of the downsides of this methodology were that there was not a very accurate timeline at the beginning of the project, and that it was difficult to estimate the cost of the project. For the same reason that we were able to pivot to make the website target different people we were not able to give an accurate time estimate at the start of the project. While it would be nice to know how long the project is going to take and how much it is going to cost at the start of development, it is better to have a flexible approach in today’s fast-moving world. The pace that the world is changing is faster than it has ever been because of how readily information is available and because of how quickly trends come and go. Because of this I think that the project needed to be based on agile methodology instead of the waterfall methodology to be successful. If we had gone with the waterfall methodology, we would not have been able to make the changes our stakeholders wanted to see, and the project would still be far from completion because we just know would be getting feedback from our stakeholders to implement the new features that they wanted.