Hunter Richards

10/12/2022

CS-250 Final Project

The scrum team involved in the SNHU Travel project, by ChadaTech, included a Product Owner, Scrum Master, Developer, and Tester. Each role of the scrum team provided instrumental effort towards the success of SNHU Travel. The Scrum Master managed the daily scrum meetings which provided insight on the current progress of the project. Each standup involved the three primary questions: what you did yesterday, what you plan on doing today, and are there any roadblocks in your way? These three questions guided the daily scrum, provided transparency, whilst also being integral to the daily development of the SNHU travel project. One specific scenario involved the Scrum Master setting up window blinds so the sun wouldn’t interfere with the teams’ screens whilst they worked. This is but one event which highlights the importance of the Scrum Master. The Product Owner for SNHU travel identified the user stories for the SNHU travel software. This involved breaking down the user requirements in a spreadsheet with designated story numbers, story priority, story size, story description, and specific acceptance criteria with pass/fail conditions. This spreadsheet was fundamental in identifying specific areas of development which were needed to satisfy SNHU Travel stakeholders/consumers. The stories were obtained by real users of the SNHU Travel and then subsequently broken down for the scrum team to use as needed. Thus, the Product Owner is essential for delineating project requirements such as those for SNHU Travel. The Tester works with the Product Owner in this task. The Tester creates the pass/fail conditions based off the information provided by the Product Owner. Therefore, the Tester will turn abstract user stories into concrete pass/fail conditions. This drastically helps remove any ambiguity among the scrum team and provided greater insight on the initial SNHU Travel user stories. Lastly, the developer adjusts the application itself based upon the information provided by the Tester and Product Owner. Regarding the SNHU Travel project, the Product Owner illuminated a different avenue SNHU Travel wanted to take. Consequently, updates to the initial slide show were then implemented by the development team to reflect this change in direction. The developer is intrinsic to the software development life cycle process; and especially so within an agile framework such as Scrum.

The scrum-agile approach to the SDLC provided excellent support for provided user stories. First, user stories were created by the Product Owner for SNHU Travel. This involved obtaining goals from real consumers of SNHU Travel. Then these goals were written down in a format of “I want to…” perform a specific task “so that I can…” achieve a certain goal. These user stories were then given priorities and complexity requirements so they may be further assessed in the development process. Each user story was then given direct pass/fail conditions provided by the Tester, which was subsequently revised based on new information/feedback. This process pinned down specific details and requirements of the user stories whilst simultaneously removing any ambiguity.

However, during the course of development, an entirely new direction/goal was given based upon feedback from the SNHU Travel client. This required a shift in product development through reorganization of the product backlog. The scrum-agile approach ChadaTech implemented permitted easy maneuvering of user story prioritization which then allowed development to focus on the direction change. Thus, the development team focused on “Top 5 Health & Detox Travel Destinations” opportunities within the given slideshow application, versus the previous interpretation which just called for “Top 5 Travel Destinations.”

These changes required an effective method of communication. This often involved writing concise emails, with specific questions, which could be easily answered by the intended recipient. Specific examples of this include when as a Tester, clarification was required to better understand the created user stories provided by the Product Owner. This incident was important to rectify to reduce confusion on the premises provided. If resolved successfully, the test/fail conditions may better reflect the user stories. Moreover, another very important case on communication for the SNHU Travel project was clarification regarding the change in direction. Of course, with a change in direction comes new user stories. These user stories need to be clear to the developer who plans on implementing these changes. Therefore, an email was sent to the Tester and Product Owner for clarification. These two examples are both forms of communication which encouraged collaboration. Collaboration and communication is integral to the scrum-agile framework.

A tool that helped majorly in the development of SNHU Travel’s software was the Test Case Template. This template provided an easy way to document user stories. The template included attributes for each user story such as name, id, size, value statement, and acceptance criteria. These attributes were fundamental in ordering the product backlog, which allowed for greater organization of work. The product backlog was adjusted based on the user stories size and priority, providing an easier time to manage the daily development of SNHU Travel. One example includes the user preferences. While not of major importance, it would be quite the undertaking to develop. Thus, for this specific user story, the size of large with a priority of medium was set within the template. In addition, a principle of the agile framework which played an important role in the development of SNHU Travel (specifically during the sprint planning phase) was the importance of businesspeople and developers working in tandem to complete the project. The consumers of SNHU Travel and the client were communicating their ideas/visions on how they’d like to see SNHU Travel’s website built. This was often communicated with meetings between the Product Owner and the client/end-users/stakeholders themselves. The form of communication between these parties provided much clearer information to build the project on, which is exactly why this level/method of communication is integral to the agile framework.

Overall, the scrum-agile approach benefited ChadaTech and SNHU Travel development greatly. The agile framework pushed for greater communication, adaptation, and implementation. The daily scrum provided insight into the daily work of the development team, improving overall communication. The Scrum Master facilitated communication among the team while removing hinderances which negatively impacted development. The Product Owner nailing down user stories and working with the Tester for specific pass/fail goals improved the project implementation by removing ambiguity and improving key user story data. The product backlog allowed for quick adaptation by the development team when the direction of SNHU travel shifted towards different goal sets. Each of the aforementioned examples are key takeaways on the benefits of the scrum-agile approach used for the SNHU Travel project.

However, there are some drawbacks to this framework. One potential downside was the lack of definitive end dates. As an example, adjusting the SNHU travel presentation to fit the client’s newly given narrative doesn’t bode well for finishing this project in a reasonable amount of time (nor explicit budget). There was also slight resentment by the development team for this sudden shift in direction (as their previous work was nullified). This downside wouldn’t occur in a waterfall type framework as the goals set would be concrete rather than abstract throughout each sprint. Overall, I would still recommend the agile approach for this project, however. The benefits of the agile approach far outweigh the pitfalls of the framework. This project should be indicative of the success an agile-scrum framework can have on software project such as SNHU Travel.