7-1 Final Project

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Author Note

GI Bill has paid the cost.

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The Scrum-Agile team plays a critical role in the success of any project by ensuring that all members contribute effectively within a given time frame. As the Scrum Master, I facilitated the exchange of information between the development team and product owners, ensuring that daily Scrum meetings and regular team meetings took place. These daily Scrum meetings were crucial in tracking the progress of the development team, allowing me to ensure that we met the deadlines for each sprint. For example, during the SNHU Travel project, I identified an issue where the team was struggling to complete a specific user story due to unclear requirements. By facilitating a quick meeting between the product owner and the development team, we clarified the requirements, unblocked the team, and kept the sprint on track. This proactive communication was essential in preventing delays and maintaining momentum.

I also took steps to remove any impediments that could hinder the team's progress, ranging from ensuring office accommodations were suitable to suggesting changes to the product owner. Additionally, I coached and mentored the team, helping them overcome any challenges they faced. For instance, when a new team member was struggling with Agile practices, I provided one-on-one guidance and paired them with a more experienced developer, which quickly brought them up to speed and improved team cohesion.

The development team, responsible for coding the application, excelled in an Agile environment by adapting quickly to stakeholder requests. This adaptability was demonstrated when the stakeholders requested a change to the travel package functionality mid-sprint. The team promptly updated the backlog, re-prioritized tasks, and implemented the changes without disrupting the sprint's overall progress. The team's ability to collaborate and utilize development techniques, such as pair programming and the Kanban methodology, played a significant role in delivering a high-quality product on time. Pair programming, in particular, was instrumental in sharing knowledge and improving code quality, which helped the team meet tight deadlines.

The tester on the team was responsible for ensuring the program met the quality standards and stakeholder expectations. This included running the program on different servers, planning out tests, and providing feedback to the development team. A notable example was when the stakeholders requested changes to the functionality of the travel packages as mentioned early. The tester quickly adapted the test cases to the new requirements and worked closely with the development team to ensure that the changes were implemented correctly and met the new criteria. This close collaboration ensured that the project maintained high-quality standards despite the changes.

The product owner played a pivotal role in maintaining the product backlog, especially when the SNHU Travel Application required graphical and functionality changes. By keeping the stakeholders engaged and making timely decisions during the software development life cycle (SDLC), the product owner ensured that the team could focus on delivering high-priority features. For example, when the stakeholders requested a new feature that allowed users to filter travel packages by destination, the product owner quickly added this to the backlog, prioritized it, and provided clear acceptance criteria. This allowed the development team to deliver the feature in the next sprint, meeting the stakeholders' needs efficiently.

User stories were essential in building a foundation for what the stakeholders expected from the program. The product owner translated the stakeholders' verbal requirements into detailed user stories, which provided the development team with clear guidelines for each sprint. For example, a user story for the SNHU Travel project specified that new customers should be able to easily search and book travel packages. This user story was prioritized, and the development team successfully implemented it in a single sprint, allowing the product owner to quickly validate the feature with stakeholders. This iterative approach ensured that the product evolved in line with stakeholder expectations.

Agile methodology also provided exceptional versatility in handling interruptions during the SDLC. This was evident when stakeholders wanted to change how travel packages were viewed in a window and the types of travel packages offered. Despite these changes, the team managed to stay on schedule. The development team quickly updated the code, and the tester revised the test cases to reflect the new requirements. The flexibility of the Agile approach allowed us to incorporate these changes without sacrificing the project's overall timeline or quality.

Effective communication was a key factor in the success of the project. As the Scrum Master, I attended daily Scrum meetings to provide feedback to the product owner and convey issues immediately. For instance, when the development team encountered impediments both software related or functionality of the project, I communicated this to the product owner, who quickly worked with the stakeholders to find an alternative solution. This timely communication helped us avoid delays and maintain progress. By suggesting the best Agile practices and ensuring clear and effective communication, I facilitated a collaborative environment that encouraged team members to share ideas and support each other.

Several organizational tools and Scrum-Agile principles contributed to the project's success. One of the tools we used was burn-down charts, which allowed the team to monitor tasks and manage time effectively throughout the sprints. The Kanban boards were also instrumental in keeping everyone aligned on what needed to be done during each sprint, while pair programming fostered knowledge sharing and accelerated development.

Overall, the Agile methodology worked well for the SNHU travel package project. The collaboration between team members and stakeholders allowed for fast, productive changes when needed, and the transparency ensured that everyone was aware of the project's progress and any potential challenges. However, there were some downsides, such as the risk of scope creep, where stakeholders' continuous requests for changes could have overwhelmed the team and jeopardized the project's timeline. Additionally, the high level of collaboration required by Agile meant that if any team member did not fully engage, it could lead to delays or incomplete tasks. Despite these challenges, I believe that Scrum-Agile was the best approach for this project, as it allowed us to deliver a high-quality product that met the stakeholders' needs within the required timeframe.