**Module Seven Final Project**

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**Applying Roles**

The purpose of this document is to provide a review and retrospective of the most recent sprint conducted by the SNHU Travel Application development team belonging to ChadaTech. The application development methodology has changed from “Waterfall” to “Agile-Scrum” to improve development in regard to speed and flexibility.

Agile-Scrum is a methodology that contains multiple roles. The Product Owner is a designated person whose sole responsibility is to cater to the stakeholders. Stakeholders can be multiple groups of people, though a good product owner's primary concern should be the end-user. The Product owner sets the pace, develops and prioritizes tasks(stories), and manages the backlog of tasks. In module three I developed user stories by watching a slide show of interaction with an end-user and translating that into a task for the development team. In the slide show Nick and Maria requested “top destinations listed”, which was translated to a user story for the development team.

The Scrum master is the primary facilitator. In Agile-Scrum there are often events scheduled for the team to plan, retrospect, or communicate. The Scrum Master is involved in sprint planning along with the product owner and the development team who we will talk about later. A sprint is a short duration of time designated for the team to complete a user story or program segment. They are also involved in a meeting called a daily scrum which often follows certain formats for learning how the team is progressing. Finally, they coordinate the sprint retrospective by discussing with the team shortcomings and successes, as well as where improvements can be made. Scrum Masters also must be good at removing impediments for his team. As the Scrum Master I developed a charter for the ease of the team to understand what is expected of them as well as the actors involved in development of the application in module two.

The third party of a scrum team is the Developer, or coder. The developer is the one writing the code to make the program function. They have freedom in deciding how best to develop the program. Their primary function as team members is to ensure others are doing their work, such as requesting repeated re-prioritization of the product backlog from the Product Owner. That, and requesting the tester to frequently check their work. When acting as a Developer I was instructed to write a sample email. The sample email requested the Product Owner provide detailed clarification for a user-story. This communication can be pivotal in providing high quality work for a Developer.

The Tester is last, but not least, of the Scrum team members listed here. The Tester’s primary focus is to compare what the user-story requires and what the Developer has produced. They do this by comparing the acceptance criteria set forth by the Product Owner to the way the program behaves. This makes communication with the Product Owner so important. When acting as the Tester in module four I drafted one such communication in the form of a sample email. In the email I requested clarification on a user-story.

**Completing User Stories**

User Stories are translations of requests from end-users. Each team member has a hand in completing User stories. The Product Owner listens to the desires of the user and writes the request in a form usable by developers. The Product Owner will generally chop up large stories (Epics) into smaller parts that are easier to accomplish in a single sprint. The Scrum master aids the Product Owner in refining the backlog (a list of user stories yet to be completed). The Developer completes the story and asks for clarification from the Product Owner on requirements. The Tester tests the user story and asks for clarification on the acceptance criteria from each user story.

In module three I refined the product backlog by prioritizing user stories and describing each story with detailed acceptance criteria. This helped us to complete user stories by giving the team clear goals to work towards and a clear completion point.

**Handling Interruptions**

In module five the client requesting the program be created, made a change to the program requirements. Agile-Scrum allows the Product Owner to re-prioritize the product backlog and assign me, the Developer, with the new user story. I worked on enacting the changes requested by the client.

**Communication**

To: Christy

Subject: Clarification needed

Dear Christy, while looking through the user stories you provided, I had a couple of questions. I need more detail so I can build accurate pass and fail criteria. Here are my questions.

User Story Five

• What are all the possible vacation types?

• What should happen if no packages in a given filter are available?

Thanks, James

This sample email was effective because it was clear, concise, and direct. This email encouraged collaboration by directly requesting necessary information with a few short questions.

A few formal means of communication are used, such as the general Scrum events like daily Scrum meetings and retrospectives, to project management tools such as Jira. In module three we managed the product backlog. The excel sheet for the backlog was a tool that we used again in a later module to then change prioritization and revise user stories. That tool was key for the Scrum event “Sprint Planning.”

**Evaluating Agile Process**

Pros of the Agile process used during the “SNHU Travel Program” include flexibility, iterability, and clear roles.

Cons may arise with too much client freedom. If a client decides to make frequent changes, development will slow significantly. Another con may be delays in development due to slow communication, such as a Product Owner not replying to a request for clarification.

Agile is the best option for SNHU Travel to implement as the primary methodology.