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Final Project

Creating a successful website that encourages customers to return requires a concerted team effort. Everyone must contribute and understand their role to achieve success. The Product Owner, responsible for the planning phase in the software development life cycle (SDLC); they hold the vision of the product. Over the past few weeks, the product owner has engaged with the client and their customers to discuss their current experiences. She received feedback on how end-users would prefer to use their tools and what enhancements would elevate their experience. Armed with this feedback, she briefed her team about the product vision and customer input.

The Scrum Master aided the product owner by assembling a team consisting of a tester and a developer, rounding out the team to four members. They are responsible for the planning and execution of development of the SLDC. He then organized events such as sprint planning, daily scrums, sprint reviews, and retrospectives. Additionally, he collaborated with the product owner on the backlog, ensuring the right tasks were prioritized to fulfill the overarching goal. As Mountain Goat Software states, the Scrum Master is responsible for "ensuring a Scrum team lives by the values, principles, and practices of Scrum". By upholding these guidelines, the team can operate more effectively.

In their initial meeting, the team deliberated on the client's needs. Subsequently, the Scrum Master outlined the stories, assigning priorities and sprint points. This structured approach clarified for the developer the sequence in which tasks should be tackled during the development cycle. Sprint points provided the team with an estimate of the time a task might require. The developer's core responsibility was to manifest the vision for SNHU Travel.

The developer collaborates closely with the tester to ensure the code operates as expected. The tester possesses multiple strategies to verify the code logic and user-product interaction. Over recent weeks, the tester has adopted an end-user's perspective, crafting tests, and ensuring the product operates as intended. Through meticulous testing, they ensured the product aligns with the expectations of both the product owner and stakeholders. The tester is responsible for testing phase as well as contributing to planning in the SDLC.

This workflow thrives in an agile environment. Here, tasks are atomized, roles intersect, and the strategy allows for shifts based on stakeholder or customer feedback. The product owner works with stakeholders and customers, then communicates insights to the team, partnering with the Scrum Master to write stories. The agile ethos facilitates developer-tester collaboration, addressing any ambiguities that arise. This clarity is often sought in scrum meetings, where potential obstacles are addressed.

In the SDLC, there is the planning phase, product owner and scrum master gathering information, then meeting the team to write the stories. Next step in the cycle is the development and testing phase. Where the team comes together to develop the code and ensure it works as intended. After the development is done, they will release the product for their customers. Lastly, the team will monitor the product to ensure it works as intended and receive feedback. To wrap up the life cycle, the team will enter the planning phase, reviewing the feedback to start the SLDC over.

In a sprint planning, the Scrum Master and product owner reassessed the task backlog. A pivot was necessary, prompting the product owner to reshuffle the backlog, ensuring pressing issues received attention. This agility, inherent in the agile approach, allows teams to continually refine outputs. This workflow follows the traditional agile platform, as written by Dave West, “Sprint planning is an event in scrum that kicks off the sprint. The purpose of sprint planning is to define what can be delivered in the sprint and how that work will be achieved. Sprint planning is done in collaboration with the whole scrum team”. During the planning, they adjusted the goal, assigned new stories, gave points, and provided the outline for the sprint.

One Scrum-agile principle is time-boxing: structuring time by scheduling meetings with stringent time caps, defining sprint durations, and allocating time for tasks. This principle was evident in the weekly sprint planning, where specific timeframes for each task were set. In the third week, post discussions with end-users, feedback was categorized and accorded points, indicative of the effort required. Time-boxing aids in precise scheduling, ensuring products meet deadlines.

The SNHU Travel team adeptly employed the agile approach. By harnessing agile methodologies, the product owner and Scrum Master gleaned vital insights from clients and end-users, informing their task backlog to realize the envisioned goal. The advantage here was the decomposition of a mammoth project into digestible segments, rendering it more manageable. Additionally, with extreme programming, simultaneous coding by the developer and tester was possible. This proactive approach reduces iterative revisions.

Viewing the agile approach critically, one drawback was the team's need to frequently pivot to align with stakeholder expectations. While this ensures a more desirable product, it demands on-the-fly adjustments from the agile team, a scenario less likely in the more rigid waterfall method. The primary aim of SNHU Travel is to foster customer loyalty. To do so, the website must remain current, resonating with evolving trends and user preferences – a feat only achievable through agile planning.

Reference

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