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**Final Project**

After the successful completion of the SNHU Travel project at Chada Tech, we will reflect on the most recent sprint. I, the Scrum Master, will facilitate a sprint review, which is the presentation of the project to the customer or, as Charles Cobb notes, is a sort of “User Acceptance Test” (2015, p. 42). Additionally, I will encourage the final Sprint Retrospective for the SNHU Travel project. This Sprint Retrospective is a chance for the entire team to reflect on the totality of the project and voice any positive and negative opinions, especially if these opinions are constructive and enhance productivity for the next future project (Cobb, 2015, p. 43-4). The following paragraphs will explain the many Scrum Team roles and their part in the SNHU project, the Scrum process to materializing user stories, the enhanced adaptability to project changes with Scrum, effective communication within a Scrum environment, the Scrum events and organizational tools used for success, and the overall assessment of the first Scrum-Agile project for Chada Tech.

A Scrum team is typically comprised of 3 roles—the product owner, the Scrum master, and the development team. The product owner is a conduit between the customers and the development team. Specifically with the SNHU project, the customer expressed their needs and wants to the product owner, and the product owner, with their knowledge and experience with development, created a product backlog, which are different features and functions to a program. The Scrum master was their to facilitate our daily scrums and cross-training. Additionally, the Scrum master attempts to alleviate any potential obstacles preventing or slowing the development team task completion. Lastly, the development team includes the roles needed to make the customer’s wants and needs a reality. For the SNHU project, the development team coded the logic for the UI/UX and the backend logic to fetch data from databases and send the requested data and page to the end user (Cobb, 2015, p. 35-9).

The Scrum approach to the SDLC is very adaptive. In fact, it dissects large projects into much smaller components, eventually synthesizing the components into a cohesive whole. All the steps required to develop software, such as planning, designing, coding, and testing, still occur, but they occur at an smaller iterative level (Cobb, 2015, p. 6). In regards to the SNHU Travel project, this dissection of a large project into smaller iterations proved helpful, when the customer decided to change the focus of their website to wellness/detox travel packages. With everything staying modular and decoupled, the development team and testers merely had to manipulate small pieces of the code pertaining mostly to the UI/UX, then interweave those pieces back into the accumulative total project.

That customer need change presented an opportunity for me to apply effective communication with my product owner, Sonia, and the tester, Penelope. After hearing about the customer redirection from the Scrum master at the daily scrum, I immediately went to my office and wrote an email to both Sonia and Penelope. In this email, I requested the updated product backlog and user story for this customer change. Also, I asked Penelope for the revised test case, so that I could create the code for it.

Several Scrum events and organizational tools aided the success of Chada Tech’s SNHU Travel project. The most important Scrum event for our project, in my opinion, was the daily scrum. In the 15-minute daily scrum, the Scrum Master facilitates each team member answering each of the following questions in front of the development team:

1. What did you accomplish yesterday?
2. What are you going to accomplish today?
3. What obstacles are in your way? (Cobb, 2015, p. 42)

These daily scrums gave all the development team members the chance to hear exactly what their colleagues have most recently accomplished and will accomplish. Moreover, it gives insight for future cross-training and gives development team members the chance to see opportunities for collaborating assists. Lastly, this daily event gave the team members the opening to verbally express any frustrations or possible frustrations that could impede their productivity. More specifically, an obstacle, which many of the developers expressed during a daily scrum for the SNHU Travel project, included the sun creating a glare on our computers for hours, because the office windows were not adequately blinded. To solve this problem, the Scrum Master ordered blinds that still allowed light to enter the windows, yet significantly decreased the incoming light’s ability to create glares on the computer screens.

All in all, the Scrum approach to developing software for SNHU Travel was superior to the traditional waterfall method. No cons for the Scrum approach existed with this particular project. It increased Chada Tech’s adaptability, efficiency, and effectivity. Because of that, Scrum was the best approach for the SNHU Travel project.

**References**

Cobb, C. (2015). The project manager’s guide to mastering agile. Wiley.