Final Project

CS-250

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**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.**

* **Scrum Master:** As the scrum master having daily scrum meetings ensured that everyone was communicating and on the same page as well as teams having the opportunity to announce issues and receive clarifications and feedback as well as teams collaborating and working together to overcome and difficulties and maintain deadlines. An example of how my role as the scrum master contributed to the development of the SNHU travel project would be the initial meeting working closely with the product owner and holding meetings with the client allowed my role as the scrum master to understand the client’s needs of wanting trendy niche vacation packages within the United States. I then could relay the information to my agile team and answer any questions in detail to ensure that everyone was on track and a plan was set in place.
* **Tester:** My role as a tester allowed me to look at the product owner’s user stories and develop test cases for the different features to ensure that the developer did not need to make any changes to the code. As a tester I found myself needing additional information as I wrote my test cases, in this situation I reached out to the product owner with an email to help validate any uncertainties at hand. My role as the tester allowed for loose ends to be discovered and corrected before any implementation of the product to users rolled out. An example of how as the tester I contributed to the development of this project would be finding details about certain functions that were being added such as the filter setting implementation and getting clarification for some of these features that I could pass onto the developer so they could continue proceeding with other additions.
* **Product Owner**: As the product owner I was able to hold meetings with end users to discuss what their desires were such as wanting filters and profile settings, this allowed me to gain an inside view of needs that would please customers allowing me to take this information to the team and discuss possible solutions and prioritize updates and how implementation should play out.
* **Developer:** As the developer I was able to work closely with the team to ensure that I understood all requirements and ask more detailed questions regarding present and future features that were needed as well as ideas that I think should be implemented for future updates. As the project timeline approached changes were brought to the team’s attention that seemed massive and worrisome such as a change of what the end users screen would look like although this seemed massive and would push back deadlines working closely with the team allowed for clarification and the changes to be made in a reasonable amount of time without having to start from scratch.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.**

* The scrum agile approached contributed immensely to the smooth operation of the software development lifecycle, holding daily scrum meetings, sprint meetings allowed for teams to stay up to date on requirements and requirement changes as well as performance and goals. Each sprint review meeting allowed for continuous improvement opportunities to take place. Having an agile approach allowed for teams to collaborate and not stress because one team is delayed, they were given opportunities to help one another out even if the individuals job title was different, the team focus mentality allowed for deadlines to be met and team building to be consistently taking place. When issues arise, the agile process allowed for quick resolution of these problems for example one team member was struggling with some test cases another team member was caught up one work and saw it as a priority to get these test cases done with his experience, he was able to overcome the issues at hand and allowed progress to continue.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.

* I mentioned this above but during the production of the application changes the client decided they would like a format change so during the next meeting it was discussed to the team that the client would like to see changes to the way the end user would search through popular travel destinations using a slide show style format. The developer was quickly overwhelmed with the initial thought that all her current progress was lost. After clarifying statements were made to ensure here that these changes would be small the developer stated that she would do her best to ensure deadlines remained the same and progress continued with the support of her team behind her.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication.**

* Communication is key, when holding meetings and discussing important changes to the team as well as progress whether good or bad it is vital to have a professional speaking voice without trying to ruin someone’s day. Even when progress is behind it is crucial to communicate in an empathetic and meaningful way but ensuring that the point comes across that work needs to speed up for example I would say something along the lines of “Hello team I hope everyone is doing well, I am really pleased with the quality of work we have put in the application so far, everyone is doing an excellent job although our time management could use some work here are a few recommendations I have and please add feedback to assist in any way possible so that we can improve as a whole. The development team is currently behind on project A and b while project C is ahead of schedule is there any way we can shift focus on A and B.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.**

* Organizational tools such as Azure boards from Microsoft make managing projects easier and smooth, Azure allows team members to view work items, backlogs, sprints, and plan information with only a few quicks as well as providing updated information on priority changes and more. Some agile principles that helped my team be successful are team collaboration – allowing our team to be in control, work together and admire their finished product instills confidence, a great work life environment and connection that may last beyond this project. Self-organization is another key principle to a successful agile team, having a team be able to control their product can increase efficiency quality and overall performance of the team. Self-prioritization is also a key element that I feel helped my team, being forced to do something is never fun and can lead to poor quality of work. Having a team come to an agreement instills that sense of control that I mentioned earlier. Daily scrum meetings allow for smooth traveling of the development life cycle as it keeps the team up to date and allows everyone to be informed of the current and planned progress of the application.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

* A few pros that the scrum-agile approach presented during this project were that it’s a good methodology for larger projects and the clients were able to make changes throughout the application development process as well as see implementation throughout the process. A few cons were that the cost may not be the same as originally quoted for the project and could cause budget issues later down the road toward completion of the project. Constant changes could extend deadlines and burn out the team. I believe this project was correctly sized for an agile approach and allowed the client to make changes later in the development lifecycle. With the change request and the size of the project as well as other changes the team recommended agile was perfect for this.