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Over the course of developing the SNHU Travel project, there was a lot of teamwork involved to give the clients what they were asking for. The Scrum-agile team comprises a Scrum Master, Product owner, testers, and developers. They all played an important part in this project, starting with the Scrum Master, I will give an example of how their role played a part in the competition of the SNHU Travel project.

The Scrum Master's role is to teach the organization about scrum practices and principles. In the week two journal I took on the role of the Scrum master of SNHU Travel. In this journal, I went over how I executed scrum events and explained how they were important. I spoke about how the daily scrum meeting allows the scrum team to stay in good communication with the client. The communication comes from the product owner meeting with the client, which is the scrum master’s job to facilitate. The scrum master has much more that must be done to successfully complete a project but in the SNHU Travel project communication played a big part in the success of the project.

Next, we have the Product owner, in my week two discussion I mentioned that this role was like the quarterback of the scrum team. The product owner mainly works with the product backlog. His/her job is to get the client's requirements, prioritize the backlog, and define the vision of the project. As I mentioned above, it was communication that led to the success of the project, so the product owner had to ensure that the user's story was clear to the developers. Which was what they used to develop the SNHU Project.

Speaking of the developers, they are what put the project together. Along with the testers who tested the project to ensure that the input and output were what the client was asking for. In week four I took on the role of the tester. The tester made the test cases to test every possible aspect of the project to ensure that we made a great product. As the developer, I took the user stories and created what the client was asking for, which in turn produced a successful product.

Although this wasn’t an easy task, the scrum approach supported the completion of the user stories by introducing daily scrum meetings, which allowed the team to go over the progress of the user stories and what was keeping them from completing them. The daily scrum meetings were a great form of communication. This approach allowed the team to stay on top of change from day to day.

Speaking of change, when the client chose to change the project to focus on wellness/detox travel, they were well communicated by various communication tools such as emails, chat, and face-to-face meetings. A sample of the client’s vision was provided to show exactly how the client wanted the product to look. I also wrote a clarification email to answer questions about the product to make sure of what I needed to add.

The Manifesto for Agile helps the team stay on the road to success. A quick review of the manifesto is, “We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value: Individuals and interactions over processes and tools. Working software over comprehensive documentation. Customer collaboration over contract negotiation. Responding to change over following a plan That is, while there is value in the items on the right, we value the items on the left more.” Understanding these principles will help guide you to the success of an agile project. It is my understanding that Individuals and interactions over processes and tools means, you should favor face-to-face interaction over relying on tools. Although tools are still there to help you. Working software over comprehensive documentation, when we changed the project to detox travel it was limited documentation, but the client got what they wanted. To get this done we had to collaborate with the customer which brings me to, customer collaboration over contract negotiation. Then finally responding to change over following a plan, things can change quickly how you respond to it matters to the success of the project.

One pro about the scrum approach is that It is more acceptable to change to the waterfall approach waterfall approach relies on more documentation to make a change to a project making it harder and longer to make a change. In the scrum approach, you are always in communication with the client and the team so when a change comes down the line everyone gets informed. There are some cons to the scrum approach even though scrum seems like the perfect approach for everything it is not always necessary. On a short project that is not very complex there is no need for a scrum approach a simple waterfall plan can be put in place to get the project done due to scrum will take lots of meetings whereas a simple A to B project will not need it. The SNHU Travel project was needed because there were a lot of things that were complex and if not communicated well could have ended up in not giving the client what they asked for.