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The Scrum-agile team has various roles that all have contributed to the success of the SNHU Travel project. There are three main roles that make up the Scrum-agile team. The three main roles of a Scrum-agile team are the Product Owner, the Scrum Master, and the Development Team.

The Scrum Master is the one who leads the team to success. The Scrum Master organizes the Sprint Planning. During Sprint Planning, the Product Owner would discuss the product backlog while the Development Team would clarify the work necessary to meet the sprint requirements. The Sprints will include a Sprint Review which would require the Scrum Team to gather to reflect on their progress from each sprint. The Scrum Master organizes the 15-minute Daily Scrum meetings. This allowed the SNHU Travel team to meet and discuss past progress, daily progress, and overcome any impedances. This also allows the Scrum Team to communicate with each other and understand where everyone is at with the development of SNHU Travel. Finally, the Sprint Retrospective allows the Scrum Team to inspect the product and develop a plan for improvement.

The SNHU Travel Product Owner engages with users and stakeholders to develop relationships and an understanding with good communication. The Product Owner will listen to the user stories and develop a product backlog. This product backlog will prioritize each of the user stories from highest priority to lowest. This helped SNHU Travel prioritize which features to work on first. The Product Backlog may require change based on adding more details, progress, or priorities. The Product Owner will gather with the Scrum Team to determine how to refine the backlog.

The Development Team for SNHU Travel then begins development of the SNHU Travel project. The developer will code the SNHU Travel application, designing the user interface, and implementing the features from the product backlog. When the features are in development, test cases are created for the tester to pass or fail the development features. The tester deals with quality control within the Development Team. Any obstacle’s that come up are discussed in the daily Scrum meetings to keep progress moving forward.

The Scrum-agile approach to software development lifecycles has helped each of the user stories come to completion. The Scrum-agile approach allows change during development. If the Development Team comes up with new features or the product backlog needs to be reprioritized to meet the deadlines, change can be implemented. The Scrum Team will meet during the Daily Scrum meetings moving progress forward. The user stories are tested with test cases during SDLC with a quality product as a result in the end. The Waterfall model does not allow testing during development. At the end of the project, there could be significant errors that show up resulting in the deadlines not being met or errors/bugs in the software with the Waterfall model. The Scrum-agile approach to the SDLC allows and encourages change.

The SNHU Travel project required change during development. The Product Owner has requested that the travel packages to be focused on wellness and detox. The Scrum-agile approach supports this change for the SNHU Travel project. This was not a drastic change in the project. The Development Team coded a good base to apply the focus for wellness and detox vacations. The Waterfall model would not allow this change in direction. The Scrum-agile approach allows more flexibility for the project. The Development Team’s code does not have to be as precise because testing is done during development allowing change and quality control. The Waterfall model would require more precise code because testing is done at the end. Interruptions are discussed during the Scrum Events and the team comes up with solutions to overcome interruptions. Changed can allow the project to function or meet the project deadlines. The Scrum Team may declare a different solution to what the original user stories were asking that could lead to a better application.

Face to face communication was essential for the SNHU Travel project completion. The Scrum Meetings typically ask each person three questions. These questions are “What was done yesterday?”, “What will be done today?”, and “What impedances are present with development?”. This allows effective communication within the Scrum Team. Information radiators display critical information and continuous updates between the Scrum Team. A sample of communication would be an email to the Scrum Team from the Product Owner. Emails are a great way to collaborate the entire team and inform them of information.

Dear Scrum Team,

I have met with the end users for SNHU Travel and they all seem to be show interest with wellness and detox. I would like to incorporate this theme into the SNHU Travel project. I believe this will build a larger customer base. I will be refining the product backlog to meet the new requirements. Please bring up any concerns, progress, and impedances during the Daily Scrum meetings.

Thank you,

Product Owner.

This sample email will alert the team of the changes and allow the team to collaborate during the Daily Scrum meetings.

There are many great agile project management tools that bring organization and apply Scrum-agile principles to the team. The agile project management tools allow all members of the team to engage in the process. The ability to view real-time data and progress with these tools goes well with the Scrum-agile principles. If change occurs, project management tools allow the team to update these changes and track progress. Organizational tools are a great way to successfully tackle larger scale projects.

The Scrum-agile approach compliments innovation. Changes in technology or ideas the Scrum Team may come up with can be easily implemented during the development. Allowing the change in vacation types was a benefit for SNHU Travel. The Scrum-agile approach allows team to collaborate efficiently and develop projects effectively. Short sprints to ease work on the Development team. This allowed breaking up the SNHU Travel project into different assigned tasks. The Daily Scrum meetings keep the team moving forward overcoming challenges.

The Scrum-agile approach is team oriented. Every member of the team must be committed to the project. If there is a team member missing the Daily Scrum meetings this can lead to confusion and workload being dispersed onto other teammates. The Scrum-agile approach requires I high level of organization. The Scrum Master must always be the leader and play the part to keep the team running efficiently. Changing the project can also be a con. If the change ends up taking more time to implement this can push the deadline farther.

The Scrum-agile approach was the best fit for the development of the SNHU Travel project. Allowing change into the project led SNHU Travel to change direction to increase the customer base. Adapting to the current trends of the market was a great marketing for SNHU Travel. This would only be possible with the Scrum-agile approach. The Waterfall model would not be the best approach for the development of SNHU Travel.