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For this sprint, each role of our team was able to help propel the travel project closer to completion. The first thing we did was try to get ourselves more acquainted with agile principles and Scrum methodology. Scrum meetings were implemented into our process of inquiring as to what the client needs and we were able to isolate some major points. These were condensed into user stories and added to the list of things to do. A Kanban board could have been added along with the Scrum meetings to further implement Scrum and Agile methodology, and then the user stories could have been added to it. Our development team was sent a demonstration of what the code of the website should look like, and they were requested to add locations and taglines to it. This would fill our Top Five list, which had been a chief request from the very beginning. The wireframe and User Stories were then sent to the testing team to create clear pass/fail measures for each user story when it came to the wireframe power point. This was all sent back to the client for review, and they sent it back to us asking it could be revised to focus more on wellness and detoxing. The request was managed easily with minor changes to the wireframe and no delays in the timeline. After we completed the revisions and sent it back, we were asked as a team what problems we thought we might run into and what possible solutions we might have, as well as any thoughts we had about the new process.

This project massively benefitted from being approached with a Scrum/Agile mindset. If the team had set to work on the SNHU travel project with the traditional waterfall model strategy, then when the client had decided to make the change for the website to be more wellness focused, it wouldn’t have been able to happen without major replanning or at least waiting until the next sprint. The pictures and taglines had already been chosen by the time they clarified, so by the waterfall logic, we should have already been in the middle of the next task in the sprint with no time to go back to fix issues. Another instance of this point was when we were sent the user stories that had been recorded and were asked to make changes to them according to the questions that were attached. Since the decision had already been made on what each user story was about and they had been logged, it wouldn’t have been viable to go back and edit it.

The most beneficial practice for improving our team’s productivity would have to be the user stories and the way that user stories are split to be worked on. Teams previously had a problem where there would be one developer for each project, so developers would either be over-worked or under-utilized. This new strategy will not only be good for management as more of our developer’s time will be spent working, but this new strategy will also be good for the developers themselves. When everybody knows a little of everything it leads to instances where employees are helping each other learn and building upon their own knowledge with that from other perspectives as well. The opposite strategy, having one employee for one project, creates a confrontational relationship between the employee and client. The employee isn’t growing to their full potential as there are no equals to challenge them, and the client isn’t getting the most valuable product as the employee’s individual misunderstandings may taint what they are producing.

Communication between everyone in the team helped ensure that the client received exactly the product they were looking for. If there hadn’t been a communication system in place to ensure that any misunderstandings or clarifications can be quickly dealt with then the rephrasing of the taglines in the top five would had to have been put off for at least the next sprint if it could have been done at all.