CS-250 Final Project

Chada Tech

SNHU Travel Project

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During this course I put on a hat of multiple roles in an Agile Scrum team. The team that

worked on SNHU Travel contains of Product Owner, Scrum Master, Developers, and

Testers. All team members worked contributed and collaborated together and with the

stakeholders and client to develop the SNHU travel app.

PRODUCT OWNER

Product Owner is the face of the team and the main point of contact between the client

and the team. When I assumed the role of Product Owner my responsibilities were more

than just managing the project. I had to learn about the clients’ requests and requirements

and determine how we could implement those features in the project. After learning what

the client is looking for in the project, I conducted multiple meetings with the team to get

their insight and prioritize tasks and to create user stories to be added to the backlog.

These user stories helped the team to focus on critical and high priority tasks to shape the

project and lead it to success.

SCRUM MASTER

When I was acting as The Scrum Master, I helped the Product Owner to create the

backlogs and user stories and set daily meetings with the team to ensure every aspect of

the project is transparent to all team members. I liaised the project with the Product

Owner and development team to ensure we are all on the same page and all of the user

stories created are understood and accepted by the team. During the Sprint planning we

used Planning Poker with the team for spring and task estimations. This method helped

every team member to consider the effort is required for each task. The daily stand-ups

also helped the team with transparency and to identify what areas in the project needs

more focus.

DEVELOPMENT TEAM

As a developer in the team, I was able to create a clean and structured code with the

highest and best industry practices. When I assumed the role of tester, I was responsible

to create test cases in collaboration with other team members to identify and issues in the

code such as bugs that might have been implemented in the code. Developers and testers

are decisive roles in the agile environment and to create a well-structured application.

The Scrum-Agile approach in the Software Development Life Cycle, helps the team the

execute a well-versed software planning. Software planning is a complex process and if is

not executed properly it will lead the project to failure. Agile-Scrum process provides

ability to break down the initial project plan to smaller and more efficient and feasible

tasks enable the team to develop and deploy a successful project.

With the SNHU travel project, Product Owner collected all the requirements from the

end-users and the Scrum Master created user stories to define what features and

functionalities of the requirements provided. User stories are created with a short

description that is understandable by every team member and even end-users. The User

stories describe the importance level of the requirements and consist of “Who?”, “What?”

and “Why?”. The “Who” represents the target audience and “What” represents what the

user would like to accomplish and “why” is the reason the user requested those

functionalities and why are those important.

AGILE/SCRUM INTERRUPTION HANDLING PROCESS

Agile is popular because if of its flexibility and responsiveness. Every project starts with

uncertainties, for example in the SNHU Travel project, users wanted to see more of

detox/wellness travel locations and being on Agile helped us with keeping what is

already developed and add the new requirements to the existing code base. If we were on

waterfall method, then these changes would make a extensive interruption in the project

and development.

COMMUNICATION

The changes in SNHU Travel app requested by the users triggered some concerns about

the functionalities by development team. As a developer in the team, I was responsible to

find out what the exact requirements are and what functionalities in the current code base

we need to keep reducing redundancy and to keep the team from unnecessary work load.

A sample communication email between me as a developer with Product Owner and

other team members as seen below:

*To: Christy (Product Owner)*

*CC: Brian (Tester), Bob(Scrum Master)*

*From: Alex (Developer)*

*Subject: Clarification on new requirements and guidelines*

*Hi Christy,*

*As per our discussion during the meeting, I am revising the code to implement the new requirements from the users to include Detox/wellness vacation destinations. The implementation of these requirements could be simple if the source code is not changing but if the customer would like to see detox/wellness destinations as the default display then we need to change the code accordingly.*

*Would you please confirm with the client, how they would like to see these travel destinations and whether they would like to see them under their profile?*

*Thank you*

*Best,*

*Alex*

This communication email is to reconfirm the requirements set by the user and

clarification from the product Owner and helps the team with focusing on the necessary

changes and to avoid creating extra work.

ORGANIZATIONAL TOOLS

There are multiple organizational tools to help a team to transition to Agile/Scrum. For

our SNHU Travel project JIRA and MS Azure were mainly utilized. JIRA was used for

scrum events and sprint and task creation. Azure DevOps facilitated the transition to

Agile and both of these tools helped the team by creating the backlogs, user stories and

sprints. JIRA helps the team with sprint and communication and update on tasks worked

during the sprint. Other tools that we used for our stand-ups and meetings were Teams

and Google meet.

AGILE PRCESS EVALUATION

The SNHU Travel project was difficult to plan due to so many changes and requirements

from the client. Changes will happen at any time during the project as the vision and

requirements of the users’ changes, and this would create difficulties in budgeting,

planning. Agile process helped the team with flexibility and transparency and reduced the

possibility of missing priorities and critical requirements and helped the team to build a

clean and functional product which allows changes without a need to make large changes

to the code. The Agile process is becoming more and more popular among the Project

Managers and companies and it have been helping companies with budgeting and

planning and save time and resources without overspending.

REFERENCES

Charles G. Cobb. (2015) *The Project Manager’s Guide to Mastering Agile: Principles*

*and Practices for an Adaptive Approach. Wiley.*