7-1 Final Project Submission

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CS-250 Software Development Lifecycle

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After reviewing the Scrum-agile team roles as the Scrum Master, I have determined that all roles involved had their own benefits to producing product features that were shipped to the customer. The Product Owner met with the clients to communicate requirements and any conflicts that may have been faced. This included the shift to Wellness Vacations and the original production of the top vacation list. All requirements and conflicts were prioritized in a product backlog, in which I assisted in organizing, to better assist with sprint planning. This now brings us to my role as the Scrum Master. As stated previously, I assisted the Product Owner with prioritizing the backlog and planning the sprint iterations along with the team. I also coordinated team meetings regarding iteration tasks and made sure everyone on the team was engaged in fun debriefing activities during the meetings. The next role is the developers, who produced the architecture of the product. They worked during sprints to produce shippable product features to be sent for testing before the final product was delivered to the client. Lastly, this brings us to our QA tester role. They created a variety of use cases to test feature functionality under a variety of stress conditions to ensure top performance upon delivery to the client. This testing ensured that product bugs, issues and conflicts are fixed to ensure customer expectations are met when the product is finalized. All roles played a part in the SNHU Travel Project and contributed to meeting customer requirements.

The Scrum-agile approach assisted with the SDLC cycle by allowing user stories to be implemented which represented conflicts or request the client would like to have included in the developed product. Scrum-agile provided a framework to sort user stories based on prioritization according to criticality. Because the framework allowed us to see the statuses of the various user stories in the backlog. The Scrum team was able to prioritize tasks in sprint iterations because they were able to refer to the backlog.

New user stories were introduced to accommodate the conversion of the Top Destinations List, which didn’t create an issue as the Scrum-agile framework allowed for the team to determine what could be pivoted to complete the new product request. When new requests are introduced, they must be evaluated against what has already been completed. This ensures that the team is starting at the most optimal pivot point and reduces the time to delivery. The new requests immediately moved to the top of the product backlog to reflect the immediate shift in focus and the team was able to plan sprints according to the changes in the backlog. Both the waterfall and agile planning methods were utilized to address the new changes. This is one of the primary benefits of Scrum-agile as both methods would have had to been utilized separately if implemented singularly. Because we held off major decisions and didn’t plan upfront, when the shift to Wellness Detox vacations occurred, we suffered no lose in time to delivery due to the fact that we didn’t have to scrap majority of the project.

Email communications were utilized to communicate thoughts, ideas, and any related questions regarding the SNHU Travel project, amongst team members. I sent communications to the Product owner regarding questions that were to be asked of the client, in order to progress organization of the backlog. Other communications were sent by the developers and testers as well to voice the inquiries they had on project matters. Email is only one of the many methods of communication, however it served to be the most predominant form of communication used throughout our project. Daily meetings were also utilized to communicate project-related matters. Short 15-minute blocks were scheduled every morning to ensure that everybody on the team had the opportunity to attend, and in the meeting team members would express if they were done with a user story, needed assistance, or determine if the task should be reprioritized.

Organizational tools were utilized to achieve the end product, as the need to visually represent the work to be completed was a necessity. Jira was utilized to design and visualize the project and display features to be completed. Jira allowed for a backlog to be created and managed from the interface provided by Atlassian. This visual representation served as the central reference point for the team. The backlog could also be updated directly by team members in Jira to ensure tasks reflect correct statuses. Everyone can be on the same page and sprint planning is simplified through the visualization Jira provides.

The planning approach we chose to take determined the level of uncertainty we would have to face. Being that we understood many areas with a great deal of certainty in the beginning we chose to implement the waterfall planning model overall with agile applied in the areas of uncertainty. We considered that we knew what the overall design needed to look like. Waterfall planning was implemented for structuring the design of the list and ensuring it included the top 10 destinations for vacations. We were able to use the waterfall methodology for this because of the low levels of uncertainty for the clients’ requirements. Agile was utilized to hold off on answering questions in areas of uncertainty until the client could provide further information or to provide time for client needs to be re-evaluated. This mostly came after every sprint iteration, when the testing was completed and the features are shipped to the client.