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The Agile methodology was implemented for the SNHU Travel project to develop a refocused booking application that offers trendy, niche vacation packages. The scrum-agile team consisted of the following members: product owner, scrum master, developer, and tester. Each unique role contributed to the success of the SNHU Travel project.

As the scrum master on the SNHU Travel project, I was responsible for ensuring proper implementation of the scrum framework, coaching the development team on cross-functionality and self-management, and ensuring productive scrum events. The scrum events for the SNHU Travel project were facilitated in a manner that encouraged open dialogue, collaboration, and self-improvement.

Additionally, I scheduled and facilitated the daily scrum by managing the timeframe of the meeting, guiding discussion topics, and updating the team on the completion of my own tasks. These updates included the installation of new windows blinds in the office, as well as the outcome of meetings with the product owner or external stakeholders, such as sales managers and other scrum masters.

The product owner acts as the liaison between the development team and users or other stakeholders. Throughout the SNHU Travel project, the product owner met with stakeholders to review and receive feedback from customers on new product features. The product owner also met with the scrum master to convey feedback from stakeholders, as well as reprioritized the product backlog based on feedback from stakeholders and the scrum master.

The meetings between the product owner and SNHU Travel assisted in the development of user stories, which were of critical importance to the scrum team. These meetings helped the product owner to refine her understanding of user requirements and priorities, which were then shared with the scrum team and developed into the user stories. These stories described and simplified the needs and goals of the user into distinct features or functionalities. This incremental approach to software development allowed the scrum team to better understand user needs and develop solutions for SNHU Travel more effectively.

The developer on the scrum team designed and implemented new features for the SNHU Travel app throughout the software development lifecycle. For example, the product owner tasked the scrum team with refocusing the app’s booking tool to detox/wellness travel. This high priority item interrupted the entire project and caused it to change direction. However, the agile methodology is flexible to changes during the software development lifecycle. In accordance with the agile approach, the requested change was developed into a user story, added to the product backlog, and developed during the next available sprint. As the new feature was under development, the product tester was responsible for writing value statements and acceptance criteria for the new user story. The product tester used these elements to develop initial test cases, including pass/failed measures. Overall, the agile approach enhanced the adaptability of the scrum team to implement the new project direction quickly and efficiently.

Scrum events were critical for ensuring that tasks were completed efficiently and concurrently during the SNHU Travel project. This was achieved by allowing team members to collaborate on critical tasks during scrum events. Regular, ongoing collaboration allowed the team members to review, assign, and refine tasks, learn from prior mistakes, as well as quickly adapt to changes to product requirements. As the scrum master, I ensured ongoing collaboration by fostering a positive, respectful work environment along with a requirement for mandatory, in-person participation at all scrum events. This approach ensured maximum participation at all scrum events, thereby increasing the overall efficiency of the team.

Scrum team members were also encouraged to maintain open communication outside of official scrum meetings using organizational tools. Specifically, Azure DevOps was used to allow the team to stay connected and collaborate efficiently outside of meetings. This communications tyle contributed to the efficiency of the SNHU Travel project. The following excerpt is an example of the collaboration that occurred between team members using Azure DevOps:

A close-up of a questionnaire

Description automatically generated

Upon reflection, the scrum-agile method was the best approach for the SNHU Travel project. Unlike the waterfall model, the agile methodology realigned the team to an adaptative approach in which tasks were developed concurrently instead of sequentially. This approach is more accommodating to changes, which increased the efficiency and productivity of the scrum team during the development project. The Agile approach did, however, introduce some uncertainty and lowered predictability into the project. This was most evident when sudden changes were introduced, which interrupted the progression of the project. Despite these challenges, the scrum team was able to adapt to the changes using open collaboration and reorganization of the product backlog, which led to the successful completion of the SNHU Travel project. Overall, the agile approach proved to be a more effective and adaptable approach to the development project relative to the waterfall approach.

References

Martin, R. C. (2019). Clean Agile: Back to Basics. Pearson.