Sarah Snow

CS250 Software Development Lifecycle

Final Project

Throughout the project, each member of the Scrum-agile team contributed significantly to the success of the development of the project. The Scrum Master was involved in all scrum events and worked closely with the Product Owner to do effective sprint planning. The Scrum Master also, in a way, takes on the role of a timekeeper in the sense that they will make sure that the Product Owner and Development Team have enough time to discuss the upcoming sprint, but also is responsible for keeping the Scrum events on task. The Scrum Master also contributed to the success of the project by holding daily Scrum events, in which they asked the Development Team individually what they did yesterday, what they will do today, and what is impeding them? The Scrum Master helped to problem solve for these impediments. The Scrum Master was essential to the success of the project because they were responsible for keeping the project moving forward, which is essential to the Agile methodology.

The Product Owner worked closely with stakeholders and the Development Team, acting as an information liaison. This was essential to the project because the Product Owner was responsible for clarifying information needed by the Development Team to better understand what is required of the program. The Product Owner created user stories upon which the sprints were based. The Product Owner prioritized the user stories so that the most important work was completed first.

The Tester communicated via email with the Product Owner, asking clarifying questions in order to better develop the product. They were responsible for making sure that the program passed tests and communicated clearly what details were required for the program to be considered a passable product. They did that by creating test cases that defined what actions the user could take and what response the program would have, and what counted as “passing”. The Development Team worked closely with the Tester as well as the Product Owner to build the product. They communicated with the product owner via email to clarify the requirements of the product, and worked with the Tester to make sure the product was passing all tests.

The Scrum-agile methodology helped each of the user stories come to completion first by organizing each user story by size and priority. The highest priority user stories were worked on first, and then the rest were completed in order of their importance. For instance, the SNHU Travel Project required that the user could click on a link and it would take them to a page that displayed the Top Five Destinations. This was the highest priority because that what the whole idea for the program to begin with.

The Scrum-agile methodology supported project completion when the project changed direction because of the iterative nature of the methodology. At the end of a sprint, the client decided that they wanted the Top Five Destinations to focus on detox and wellness. Working with the Scrum-agile methodology allowed the project to shift in direction without too much actual interruption because the sprints allow the team to revisit an already completed or partially completed part of a project and adjust it where needed.

To communicate effectively, I sent emails to various members of the team in order to clarify requirements and specifications of the program. This allowed us to plan sprints effectively and deliver a product that was exactly to the client’s specifications. Below are some examples of emails sent by various members of the team:

To [insert product owner name] and [insert tester name]:

Things are moving along quickly with the SNHU Travel program and we are excited to see how it is turning out. We do have some questions to clarify user needs:

* Will the top five destinations automatically be detox/wellness vacations, or are we advertising that as an option for vacation type?
* Now that we are focusing on detox/wellness vacations, are we organizing the vacations based on popularity or how closely they are related to detox/wellness?
* Are \*all\* of the vacations listed going to be detox/wellness related or will the user still be able to choose vacation type as one of the ways to organize the list?

Thank for your continued support,

The Development Team

Hello [insert name of client here],

The project is going well, we just need some clarification to make sure we deliver exactly what you are expecting. If you would reply with the answers to the following questions, that would be very much appreciated!

Top Five Destinations:

* How would you like these destinations ordered? Should the top destination be #5 and at the beginning of the list or should it be #1?
* Would you like the list in a list format or in a slideshow format?
* What column headers would you like if the list is in list format and in what order?

User Profile Preferences:

* Should the user be able to select multiple types of vacations?
* Should the types be listed in a drop-down menu on the list of Top Five Destinations, or should a new page open with all user profile preferences?

Price Sorted Vacations:

* Should the user be able to select a price range?

Thank you so much,

Sarah Snow

Product Owner

There are some organizational tools that allowed the team to be successful. During the Scrum events, there were burn-down charts presented that allowed the entire team to see where the project was in its development and how much work there was left to complete, as well as a projected timeline for completion. In addition to Scrum events, every team member had access to the Azure boards, which was an interactive tool that allowed the team to update the project as progress was made and see where people were impeded, such as with bugs.

For this project, the Scrum-agile method was a good option to create the best product for the client. While the waterfall method may seem more organized on its face, it would not have allowed for the changes made in the middle of the project when the client wanted to shift the focus from Top Five Destinations to Top Five Detox and Wellness Destinations. The Scrum-agile methodology allowed us to revisit that part of the product before moving on. There was a working product available to the client early on in the process that allowed them to refine and make changes as needed, whereas the waterfall method would not have had a working product until close to the very end of the project. The Scrum-agile methodology has its cons, one specifically being that it can be unpredictable due to its iterative nature, whereas the waterfall method is well-defined before the work is started. Overall, the Scrum-agile methodology was the better option for the SNHU Travel Project mainly due to the changes that needed to be made in the middle of the project. It was also a relatively small project, which is preferable for the Scrum-agile approach.