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SNHU Travel Final Project

Over the last couple weeks, our team has worked hard to complete various tasks for SNHU travel so that they could release their website on time. It took every member of this team, following their roles and communicating with each other, to complete this website in a timely manner. Our product owner was assigned with communicating with the customer and finding out what the specifications for the product were. Once she figured out the features that were most important to the customer, she was able to create user stories for our team and create a product backlog; we used this to base our work around to create the product exactly as the customer would like it. The product owner also communicated changes to our development team when the customer wanted to incorporate new ideas into the product. Once these ideas were communicated to the full team, our developer reviewed the product backlog, user stories and worked on the product. Starting with the most important items on the product backlog, she worked closely with the tester to complete each task exactly as the customer specified. When the product went in for testing, it was checked for full functionality and that it hits all the marks on features that were meant to be included in the product. During this process, my job, as the scrum master, was to run daily standups and listen to any problems that are preventing the development and testing team from completing their work; if possible, we found a solution so everyone can complete their work.

When our team received the user stories from the product owner, they were able to clearly understand what was expected of the product and were able to organize a plan on how they were going to accomplish each task. The user stories included features such as: having a top ten destination list, being able to filter searches by price, and being able to search for a specific type of destination. Since a lot of the features were closely related with each other, the development team was able to streamline their work and code these features all into one section of the program. This saved them time with the development process but, when the tester received the product, their work would still pass testing since it hit all the marks.

There was a point during development where the customer changed how they wanted the website to function. Instead of just schedule vacations and getaways, the customer wanted to go the route of focusing on wellness retreats and detox centers. The agile methodology helped our team make this switch by keeping communication up between all members of the team. The customer initially told tells the product owner about this change, when she initially heard of this change, she needed to create an updated backlog for the team so that they could create a plan on how to accomplish these tasks while keeping this same schedule. Once the developer and tester review the changes that are needed, they can effectively go back and make those changes since the agile method allows for this. If we were to use a method such as the waterfall method, our team would have had to make the changes after development was completed which could cause further problems within the program and delay release of the product.

Communication was especially important between our team members during this development process. The daily standups were crucial in communicating and problems or celebrating any successes that anyone had. This helps in the long run since it gives us a clear idea if the project is on schedule or if there needs to be some changes to make sure the product is released on time. Other forms of communication that were important during this project were between the product owner and the development team. By gaining a clear understanding what was expected for this product, our development team was able to accurately create the website with all the correct features. If anything was not clear or was left out when the product owner created the product backlog or user stories, it could have been detrimental to the overall completion of the site. The product owner communicating changes in a timely manner was also extremely important as it gave our team plenty of time to make the necessary changes and prevent them from having to scrap too much of their initial work ultimately saving a ton of time and resources. Constant communication between the tester and the developer was also very important during this project as it kept the ideas of the customer in mind first. If there was anything that didn’t pass the testers initial check, the tester needed to voice that to the development team so they could make the necessary changes and meet the guidelines that were set initially.

The Scrum-agile approach used for this project was very effective in the sense that our team achieved all the customer’s requirements by the scheduled deadline. Our team was able to communicate through the daily stand-ups and keep up to date with completed tasks and team successes through our software management tools like Jira. With Jira, our team was able to communicate via software all the different tasks they were working on and what they have planned in their schedule to complete. As important as verbal communication is to the agile process, this tool allowed them to communicate much faster. When it came down to a sudden change the agile process helped us effectively evaluate the changes, plan to update our software, and implement our changes to achieve our sprint goals. If we had used another development process, I do not think our team would have been able to complete the project by the deadline especially with the last-minute changes given by our customer.