CS 250 Final Project

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**Applying Roles**

As the Scrum Master, I was responsible for encouraging open lines of communication, eliminating obstacles, and guaranteeing that the team followed all Scrum guidelines. I implemented daily stand-up meetings to ensure everyone was on the same page and help resolve conflicts. By supporting the team in adapting to the changes, I played a crucial role in preventing the project from stalling.

Working with the role of the product owner, they identified the highest-priority user stories and product backlogs and ranked them accordingly. The Product Owner and stakeholders refined user stories related to package deal reservations to better meet customer needs. They also helped quickly communicate stakeholder and end user's needs to the development team so changes could be made as needed.

The Development Team spent many hours developing and testing the new features. For instance, the front-end developer designed the booking interface while the back-end developer implemented the results criteria. As a result of their combined efforts, all of the user story requests were met, and we produced a great product.

**Completing User Stories**

In this stage, we focused on refining the project's roadmap, or the Product Backlog. The team worked together to refine and prioritize user stories, which resulted in more accurate estimates. For instance, the team carefully estimated how long it would take to construct a user-friendly vacation-type search feature.

In the Sprint Planning phase, the team establishes which of the prioritized user stories will be the primary emphasis of the upcoming sprint. By taking this course of action, the team could set concrete goals. The team may have focused on adding a hot deals booking functionality in one sprint to adapt to the project's changing needs.

The Development Team worked closely together during the Sprint Execution phase. Regular stand-up meetings helped them share timely updates and solve problems as they arose. The project's overall responsiveness and speed of decision-making can be attributed to the focus on communication and flexibility. Then, the team reviewed the finished user stories with the stakeholders at the end of each sprint. During these Sprint Reviews, helpful suggestions were made to develop the product further. For instance, they showed off the ability to reserve trips and gathered feedback for future improvements.

**Handling Interruptions**

Our project's success in implementing the scrum-agile approach relied heavily on our ability to adapt to changing circumstances. It gave us the flexibility to respond quickly to changes in the project's environment, such as when market trends shifted, by reprioritizing the backlog and making agile adjustments to sprint goals. As an example of how the methodology's adaptive planning approach allowed us to respond swiftly to unexpected changes in stakeholder and end-user needs, we rearranged our integration strategy within a sprint planning session without delaying the project.

**Communication**

The success of our work depended on our ability to communicate and work together effectively. For instance, the Product Owner and Development Team held in-depth discussions during sprint planning to define requirements precisely and avoid ambiguity. Additionally, sprint reviews helped develop teamwork by allowing stakeholders to deliver useful feedback; for example, the user travel history and preference for booking changed after stakeholders provided feedback during a review.

**Organizational Tools**

Utilizing organizational tools and key Scrum-agile concepts bolstered our team's success significantly. The Sprint Backlog was particularly useful among these. By encouraging honesty and responsibility among the Development Team members, this tool helped our project succeed. Team members could better track progress and comprehend the effort required to complete the project when the tasks associated with each user's stories were visually mapped out.

One of the principles is daily stand-up meetings, which was critical in sustaining successful lines of communication and encouraging teamwork. The team was able to discuss ongoing projects, anticipate and address any problems that might arise, and work together more effectively as a unit thanks to these short, frequent meetings.

We owe credit to the scrum events we implemented, such as the Sprint Review and planning. These clearly defined, time-boxed events functioned as platforms for structured team communication and evaluation of progress. Sprint Reviews allowed stakeholders to voice their opinions and help realign the project's goals. During Sprint Planning meetings, the team could strategize and divide the work so everyone knew what they were responsible for and where the project was headed. These Scrum events served as a structure that encouraged regular project updates, allowed for swift responses to new information, and kept everyone in the loop.

**Evaluating Agile Process**

The pro of the scrum-agile method benefited greatly from the availability of immediate input. The framework promoted constant interaction and comments from all parties involved. Daily Stand-Up meetings and Sprint Reviews allowed for open dialogue, keeping everyone in the loop on the project's status, obstacles, and goals. Because of this, we could quickly respond to concerns, implement suggestions, and make necessary improvements. Keeping an open mind and being willing to make changes allowed us to tailor the final product to the wants and needs of our intended demographic at the time of release.

The cons of the scrum-agile methodology is it has some drawbacks, though, which should be considered. The lack of priority placed on careful advance work is a flaw. Agile's minimalistic approach may be challenging when extensive documentation and careful pre-planning are necessary, such as in large-scale infrastructure projects.

In conclusion, the SNHU Travel project benefited greatly from adopting a scrum-agile approach. We rapidly adapted to shifting consumer needs and market conditions thanks to the project's iterative design. Because of the cooperative atmosphere it encouraged, everyone in the team worked toward the same goals. While it's not going to work for every kind of project, it was an excellent fit for the way we built the application because of how flexible and user-focused it is.