Final Project

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To demonstrate how the various roles of the Scrum-agile team contributed we will have a look into what each member contributed to the SNHU Travel project starting with the Scum Master. The Scum Master with the help of the team created a Team Charter. This was to help set the guidelines for the SNHU Travel project. Within the guidelines we listed out the business case, mission statement, the members of the team, what the success criteria would be, key project risks, rules and behavior, and the communication guidelines. The Scrum Master also facilitated the daily standups. During the standups the Scrum Master asked each member of the team to answer three questions. Those questions were: What did you do yesterday? What are you going to do today? What are your impediments? These questions help the team to understand where everyone stands on their progress and if anyone needs help accomplishing their tasks. Lastly the Scrum Master helped answer any questions presented by the team related to the Scrum/Agile process.

Next, the Product Owner is the first contact point for SNHU Travel team. The Product owner is responsible for giving SNHU Travel updates and insight into what the team is currently working on. One of the Product Owners Jobs is to help the stakeholders differentiate between what the wants and the needs are in their proposed product. The Product owner is also responsible for developing the user stories using knowledge gained from conversations with potential end users of the product and updating the product backlog.

After the Product Owner we have the Testers. The tester is responsible for working with the development team, not against them or for them as what happens sometimes in a waterfall development life cycle. The Tester oversees creating the test cases to provide goal posts to the developers to know what is the exact expected outcome of the stories and tasks that they are working on known as the pass/fail measures.

Lastly, we have the Developers, the Developer role is responsible for using the stories provided by the product owner and the test cases provided by the testers to make a working product that can be presented at the end of each sprint. When changes need to be made as they were needed in the SNHU Travel project the developer is call upon to help make these changes in a timely manor while the product owner may change the priority of the stories so that all the stories are still completed by the end of the sprint.

The Scrum-agile approach helped each of the user stories to come to completion by being flexible first and foremost. If we had been working with in the waterfall methodology when the changes needed to be made to the SNHU niche travel site, the team may have needed to start all over because these change requests may have not been made until closer to the end of the development due to the difference between Agile and waterfall.

“To: Christy

Subject: User Story Clarifications

Dear Christy,

I have begun to implement test cases for the features described in the current user cases. I have a story that I need some clarification on (User story one, User story three). To be able to set specific metrics for a pass/fail case can you answer the following questions for me?

**User Story One**

* Do we implement a list of 10 or a list of 5 on the top destinations list?

**User Story Three**

* There may be a miss communication on what user story three states. For user story three I have “set a price limit in the search bar”. You indicated that user story three is to implement a mobile app. If so these seems large for a story and needs to be broke down more.

Thanks,

Tester”

Above I have attached an email as an example of effective communication with the team.

As you can see in the above email, the tester was very polite when asking for the information they requested. The email is concise, but not rude, as well as well-organized using bullet points.

Tools that helped our team be successful that aligned with the agile principles would have to be zoom and JIRA. Zoom help our team, even when remote, be able to all attend the daily standups. Communication is key and face-to-face is best, but the next best thing is Zoom. JIRA help the team, especially the product manager, to organize the stories and tasks (the product back log). It was visible in real time to the whole team alleviating any confusion on who is currently working on what.

The Agile approach for the SNHU Travel project was very effective. Some of the pros to the Scrum-agile approach was that changes were easily made to the project, communication within the team and between the team and the stakeholders was increased, compartmentalization and confusion were decreased. The only con that was visible to me was the inexperience with the Scrum-agile process for the team. I believe because of the fluidness of the project and not knowing all the details up front made the SNHU Travel project a perfect candidate for using the Scrum-agile methodology.

Resources

none