CS 250

Final Project

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* **Applying Roles**: Demonstrate how the various roles on your Scrum-Agile Team specifically contributed to the success of a project. Use specific examples from your experiences.

Throughout the project I learned about the different roles of the Scrum-Agile team. These roles consisted of a Scrum Master, Product Owner, Developers, and Testers. The Scrum Master is responsible for facilitating daily standups, sprint planning, and retrospectives. Among the responsibilities of the Scrum Master are also, ensuring that the team adheres to the scrum principles, removes any impediments, and fosters a collaborative environment. The product owner acts as the liaison between the team and the customer (in this case SNHU travel) prioritizing features and ensuring that the product meets the client’s expectations. The developers are responsible for the actual development of the product. They complete this by using methods like pair programming where two developers work close together, and one developer writes the code while the other developer reviews the lines of code. Lastly the tester is responsible for ensuring that the code meets the customer's requirements through a series of tests. All these roles work together to make a well designed and well-thought-out product for the customer. Throughout the project I had an opportunity to work with each of these roles and work on creating work for each perspective of the agile team. In my role of the Scrum Master I had a chance to see how I would perform juggling all of the responsibilities of that role as well as how I would lead a daily standup. Working with the product owner I had the opportunity to facilitate user stories based on the needs of the customer to role out to the development team. While working with the tester, I worked through test cases and understood how they pertain to the tester role. While working with the developer I learned we canw2 communicate to the other members of the team for requests and information.

* **Completing User Stories**: Describe how a Scrum-Agile approach to the software development life cycle (SDLC) helped user stories come to completion. Use specific examples from your experiences.

In the Scrum-Agile approach the Product owner was responsible for communicating with the customer to gain the understanding of the requirements. After the product owner understood the requirements, they then created user stories based upon those requirements for the team. The team then helped to refine the user stories to complete the programming and testing. By reaching out to the customer again with the refining this helped to gain a better understanding of the customer’s wants and needs. With communication and adaptation, the team was able to stay true to the agile methods and complete the tasks.

* **Handling Interruptions**: Describe how a Scrum-Agile approach supported project completion when the project was interrupted and changed direction. Use specific examples from your experiences.

When the project started the team was working on a simple destination process of “5 suggested destinations” and during this process there was a good understanding of the programming involved and the work needed to be completed. There was a change needed by the SNHU travel company where they wanted the locations to be about health and wellness and they wanted a slideshow in comparison to a list. This was a small challenge to relocate destinations and functionality but the groundwork was still there and during the process we were able to learn more things about how to better format the program and UI.

* **Communication**: Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Explain why your examples were effective in their context and how they encouraged collaboration among team members.

In the beginning of the project, communication lines were opened and stayed open throughout the timeline of the project. The main type of communications we used were face to face via the daily standups and emails. An example of this was during the daily standups I would start the meetings by giving my answers of the 3 questions of “What I accomplished yesterday?”, “What I plan to complete today?”, and “What are my impediments?”. This type of communication gave the team direction and opened the floor to their opinions and views.

* **Organizational Tools**: Evaluate the organizational tools and Scrum-Agile principles that helped your team be successful. Reference the Scrum events in relation to the effectiveness of the tools.

The two main tools and Scrum-Agile principles we used were JIRA and daily standups. In the process of our sprint planning, reviews, and retrospectives we found that JIRA was very effective. While in the sprint planning stage, JIRA helped us to manage the backlog and prioritize the user stories to ensure that we had a clear understanding of our work that needed to be completed. During the sprint reviews JIRA helped us to keep track of the work completed and our progress to better understand the needs in future sprints. In our sprint retrospectives we enjoyed using JIRA for its large number of reports and metrics that helped us in identifying areas for improvement. In our daily standups we focused on individual participation, and this helped to foster accountability and collaboration from the entire team.

* **Evaluating Agile Process**: Assess the effectiveness of the Scrum-Agile approach for a specific project. Address each of the following:  
  + Describe the pros and cons that the Scrum-Agile approach presented during the SNHU Travel project.

The pros of using a Scrum-Agile approach for this project were things like enhanced flexibility (for myself and the team), improved collaboration with the client, and team ownership of tasks.

The only main con I was able to identify was the initial steep learning curve for myself and the team as we tried to adjust from more of a waterfall approach to the agile approach.

* + Determine whether or not a Scrum-Agile approach was the best approach for the SNHU Travel development project.

Despite the learning curve and the adjustment period I do believe that the Scrum-Agile approach was the best approach for this project. Due to SNHU Travel’s need for the rapid adaptation to the market changes, the Scrum-Agile approach fit their need and was able to give incremental development of their product and helped them in the long run to adjust and better serve their needs. Without following a Scrum-Agile approach our team may not have been able to make those adjustments or possibly would have taken longer leading to an unhappy or lost customer.