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* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**. Be sure to use specific examples from your experiences.

Each role is extremely important to team functionality. First, we will look at the PO or Product Owner. The Product Owner’s main responsibility is to manage the backlog. They are in direct communication with stakeholders who are requesting features or functionality. In my personal opinion the PO is the in between of the business world and the tech world. They have the hard position of having a feature requested within a time frame, coming back to the team presenting it and seeing what can be done, and sometimes having to go back to stakeholders and saying “this can’t be completed in the one week time frame you’re asking for. This is a 2–3-week feature at best”. PO’s are also in charge of grooming the backlog and setting priority on tasks and stories. Developers are the PO’s right hand. Developers as I would say are in the trenches. They are on the ground building out the product and putting out fires. They are involved in all scrum ceremonies and sometimes are speaking directly with stakeholders. Developers need to be able to communicate with each other, with QA about possible security risks or bugs, with PO’s about what priorities need to be set to achieve priorities. Next is Scrum Masters, they are in charge of making sure agile/scrum is functioning correctly on the team. They are present at almost all scrum ceremonies, and they help with impediments and blockers. They are the servant leaders of the team. Lastly QA. While they are sometimes seen as an after thought by upper management QA gets the last say on whether a story is ready to go. They are the last defense against bugs going to production. They need to work directly with the entire team in order to make sure features are seamless.

* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**. Be sure to use specific examples from your experiences.

First of all, the PO needs to get what features and stories are priority from stakeholders. They need to be able to look at the backlog and say here’s what we need to prioritize. Developers need to come and say “hey this is what’s going on this is what’s blocking progress on this story. We need this taken care of first so that your prioritized story can come next”. In the instance of what we worked on, we needed locations built in before we could have any sorting. We needed all that work done before testing could be done. For instance, the features had to be implemented before QA could go in and make sure pictures of locations were showing and that scrolling functionality worked.

* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**. Be sure to use specific examples from your experiences.

If I recall correctly during the project they had initially asked for various locations, and types of vacations. The work was coming along nicely and things were in the process of being built out. A stakeholder came to the team and wanted to implement more detox type vacations. Instead of destroying our existing code base and architecture we simply pivoted. That became our priority, we used the existing code, changed some HTML, added some new pictures and CSS and it was good to go.

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

PO to Team – Hey everyone as well all know we are working on the travel agency project, one of the main features we want to newly implement is a Google Maps embedded in our page to help customers see routes for their bus vacations. I have been grooming the backlog and think we are ready to take on this new feature.

Dev to Team – So what? Are we just going to scrap the stories we are currently working on? And we still don’t have location API set up correctly yet. We aren’t getting the correct response.

SM to Team – Alright so I think those are some valid concerns. But we need to remember this is an agile team. What blockers can I help you with for the API so we can get that up and running? I know we pivoted from the UI focusing on various types to detox types we can pivot again for this.

QA to Team – Okay what kind of performance issues are we looking at for this API. I’m essentially doing black box testing with it because I don’t understand where we are even consuming it from. Also pivot is fine just know there maybe some increased security risks with embedded this Google Map.

* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. Be sure to reference the Scrum events in relation to the effectiveness of the tools.

Sprint Planning – (from the viewpoint of a PO) Hey so we have this check out page currently semi functional. Currently it takes name and payment information. But we want to utilize some different functionality and the stakeholders have been asking for new features. I was thinking this sprint we could work on a log-on for returning users. This should be pivotal for check-outs as well. – In planning we get an team objective, we make user stories and talk about the features and functionality. Who is going to do them and how much time they should take.

Daily Stand-Up – (from the viewpoint of a SM) GME! Good Morning Everyone, Hopefully everyone slept well. I guess I’ll start first yesterday I was able to put in last sprints burndown chart into confluence, I was sure to update all the data on the page. Today I am going to be working on some continuing education and I have a one on one with Brian to go over some new agile coaching techniques. The only impediment/blocker I am currently facing is that IT hasn’t gotten back to me about updating the drivers for my Cisco Connect. – In Stand up we notice that its not a status report but more-or-less what I’ve recently worked on, what I’m going to work on and what’s preventing me from finishing up my work.

Sprint Review – (from the viewpoint of a Dev) Hello stakeholders. I hope everyone’s having a very fine day and if you’re not, well its about to get better. \*Opens slide\* This sprint we were able to complete every story ahead of schedule. Not only that but we were able to take some of that bubble feature user stories from the backlog and finish those as well. QA found no bugs and we should be able to push this to production soon. Sally our PO was able to coordinate with a couple other teams and we have a release window at 3AM on Saturday so as to interfere with the least amount of users on the site. If you would all bear with me a couple minutes I want to show you first hand how this functionality works. – Sprint Review is like a demo for stakeholders. It is important to showcase for everyone what actually got completed during the sprint.

Sprint Retro – (from the viewpoint of a QA) Alright so here we go. We caught a lot of bugs this sprint. Automation suite came back ugly we only a 40% pass rate. I know during planning we could not stress enough that there we really big vulnerabilities. Also not sure why Jack started with story-459, had he started with 463 we would’ve caught the problems sooner. He also probably would’ve seen the mistakes he was about to make, just my opinion. We did not approve anyone’s code going to production. Ultimately we get the final say, the code reviews might have been fine amongst the devs but there’s no way we can do a release with this. We will need to look at what all is going to need to be refactored \*sigh\*. Hopefully next time people don’t cut corners. – Sprint Retro can go really good or really bad sometimes, depends on the work done during the sprint. This was absolute worst case scenario hope I never have a retro like this in my life. Retro is good because it lays it all on the table and you can reflect on what went wrong, what went right, what should we keep doing and what isn’t working.

* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**. Be sure to address each of the following:
  + Describe the pros and cons that the Scrum-agile approach presented during the project.

I think the biggest pro was the ability to pivot during instances when stakeholders wanted different features implemented immediately. I think the cons are the work is never really done. It morphs, and sometimes scope can be “lost in the sauce”.

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

I would always say that SCRUM/Agile is the best way of doing things. The only time I would suggest using waterfall is a limited scope closed off project. It has a clear defining end, it is closed circuit and not going to be interacting with any other systems. That means not consuming API’s and not sending or receiving data to a database. Agile works because its ability to move with the flow of technology. The next big thing is around the corner. We need to be able to move with that. Data came out that people are interested in detox vacations. Great how to we turn that into good KPI scores? Well we need the functionality that we don’t have, so lets have the guys building this stop(.) and re-evaluate what the priorities are and how we can get this user story out. If I had to bet $100 I’d say most websites are currently being built with SCRUM/Agile methodologies. There is just too much changing constantly for them not to be.