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Module 7 final

The Srum-Agile methodology played an important role in achieving success. This movement was made possible by all the roles in the scrum team, each making finite impacts.   
The Product Owner played a pivotal role, setting clear project objectives and priorities. They collaborated with stakeholders to gather requirements to define a minimum viable product. An example of this was the management of the User Stories. The interviews and user meetings were instrumental in collecting valuable input, helping the Scrum Team understand what features to build and why.  
The Scrum master ensured that the team’s Agile practices were followed, facilitating daily stand-up meetings and Sprint planning sessions. They removed impediments and helped the team stay focused on delivering value. The Scrum Master helped organize a workshop where team members brainstormed solutions, leading to a successful implementation.   
Testers were instrumental in maintaining the quality of the SNHU Travel project. They created comprehensive test plans, performed rigorous testing, and reported defects promptly, preventing quality issues from reaching production. Before a major release, testers conducted extensive regression testing and identified a critical issue related to user authentication. Their quick discovery allowed the development team to address the issue before it impacted end-users.   
Developers were responsible for turning user stories into functional features. They worked closely with the Product Owner and testers to understand requirements and deliver high-quality code. Developers collaborated with the Product Owner to refine the design and implemented this feature, which received positive feedback from users.   
Each role on the Scrum-Agile team played their part in the success of the SNHU Travel project.  
The Product Owner ensured alignment with business goals and customer needs.  
The Scrum Master facilitated Agile practices and removed impediments.  
Testers ensured product quality by identifying and addressing defects.   
Developers implemented features based on requirements and collaborated closely with the team.  
This collective effort, and focus on delivering value, contributed to the successful completion of the SNHU Travel project, meeting the needs of students and stakeholders.In a Scrum-agile approach to the Software Development Life Cycle (SDLC), user stories are an essential part of the development process. They help break down the overall project into manageable tasks that provide value to the end-users.   
User Story 3 – Customized Destination  
During the sprint planning, the team discussed the pre-conditions, test steps, and expected results with the product owner. The team worked in short sprints, delivering a potentially shippable product increment at the end of each sprint. The Product Owner and the team collaborated closely to prioritize work based on the highest value to the user. For this story, the priority was set to “High”, which meant it was addressed early in the development cycle. Continuous feedback from the product owner and testing allowed the team to refine and improve the user story iteratively.   
User Story 2 – Price based recommendations  
Agile practices like daily stand-up meetings and sprint reviews played a crucial role here. The team regularly communicated progress and discussed any obstacles in daily stand-up meetings. This allowed them to address issues promptly and adapt to changes. The user story was prioritized as "Medium," indicating it was worked on after higher-priority items, yet it still received attention within the agile framework. The iterative development approach allowed the team to progressively enhance and test features. For instance, they could initially implement basic price limit settings and then refine them in subsequent sprints.   
User Story 1 – Travel Preferences Setting  
This low-priority user story still benefitted from the Scrum-agile approach. Even though it had a lower priority, it was included in the product backlog and addressed in due course, ensuring no user story was neglected. Agile principles, such as frequent testing and collaboration, ensured that even lower-priority user stories received attention and were integrated seamlessly into the product. The iterative nature of agile allowed the team to continuously refine and improve user preferences settings based on user feedback, ensuring it met user expectations over time.   
The Scrum-agile approach provided a framework for breaking down user stories, setting priorities, and iteratively developing and testing features. Each user story was addressed based on its priority and provided value to the users.   
  
A Scrum-agile approach can be highly beneficial when a project is interrupted and needs to change direction. In Scrum, work is organized into a prioritized backlog. When a project is interrupted or the direction changes, the Product Owner can quickly reprioritize the backlog to reflect the new goals of the requirements. Scrum divides the work into short Sprints. If the project’s direction changes, the team can adapt during the next Sprint Planning session. Scrum promotes the idea of continuous improvement through retrospective. If the project faces interruptions or changes in direction, the team can use these retrospectives to identify areas for improvement. Scrum’s short iteration cycles provide quick feedback. If the project changes direction, the team can incorporate feedback from stakeholders into the product. These practices enable teams to adapt and drespond effectively to changing circumstances, despite interruptions and changing priorities.  
  
Communication.  
Effective communication within a scrum team is crucial for collaboration and transparency. The following are examples of its effectiveness.  
  
Sprint Review: Sprint Review for the 'Customized Destination' User Story.  
Why it is effective: Clarity – The subject clearly states the purpose of the message.   
Inclusivity – Addressing both the Scrum Team and stakeholders ensures everyone involved is aware of the event.  
Transparency – By emphasizing the importance of gathering feedback, it encourages open and honest discussion, contributing to transparency.  
  
Sprint Retrospective: Identifying Improvement Opportunities  
Why it is effective: Conciseness – Daily stand-up meeting require brief updates, ensuring that communication is clear and to the point.  
Transparency – The team member highlights the resolved authentication issue, indicating transparency in problem solving, which can encourage collaboration if others have insights or suggestions.  
  
In these examples, the communication is clear, and encourages collaboration among team members. Practices like these make sure that everyone is aligned, informed, and actively contributing to the success of the Scrum team’s projects.  
JIRA  
The combination of organizational tools and Scrum Agile principles played a pivotal role in our team’s

success. JIRA was a cornerstone tool that enabled us to manage our Scrum-Agile projects effectively. It

provided a central platform for creating and prioritizing user stories, and tracking progress.

JIRA was instrumental in sprint planning meetings where I as the product owner presented the

prioritized backlog.   
  
Stand-up Meetings

Daily stand-up meetings were a crucial scrum event the promoted transparency, and quick issue

resolution. They facilitated communication and kept the team on the same page. It was also a time to

discuss any impediments and make collaborative decisions. The meetings were highly effective in

addressing issues promptly and ensuring that everyone was aware of the team’s progress.  
  
The Scrum-Agile approach had both pros and cons during the SNHU Travel project.

Pros of Scrum-Agile

Flexibility and Adaptability. Agile's iterative and incremental nature allowed the team to adapt to

changing requirements. This flexibility was particularly valuable when stakeholders requested new

features or when market trends shifted.

Frequent Feedback. sprint reviews and daily stand-ups, facilitated continuous feedback from

stakeholders and team members. This ensured that the project aligned with user expectations and

needs.

Transparency and Visibility. Scrum events, sprint planning, daily stand-ups, and sprint reviews, promoted

transparency. Team progress, potential issues, and completed work were visible to all stakeholders.

Cons

Learning Curve. Transitioning to Agile practices, especially for team members accustomed to traditional

Waterfall methods, can have a learning curve. This adjustment period might temporarily affect

productivity.

Resource intensity. Agile requires active participation in various ceremonies, such as sprint planning and

daily stand-ups. This can be resource-intensive and may be challenging for team members with

competing responsibilities.

Documentation. Agile often prioritizes working software over comprehensive documentation.

Depending on the project's regulatory or compliance requirements, this approach may need to be

adapted to ensure sufficient documentation.

Was it the best approach?

Scrum-Agile approach appears to have been highly effective. It allowed the team to respond to evolving

requirements, to deliver value incrementally. With changing market demands and stakeholder input,

aligned well with Agile's principles of adaptability and transparency.

To conclude, with the SNHU Travel project, the Scrum-Agile approach proved effective in delivering a

product that met user needs in a changing landscape. It allowed for flexibility, and early issue detection.

While there were some challenges, the benefits outweighed the drawbacks, making it a suitable choice

for this project.