**7-1 Final Project Submission**

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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.**

It is important to recognize the roles played by several members of a Scrum-agile Team. Project Owner, Scrum Master, Project Developer, Tester, and Stakeholders or Clients are among these roles. Through the collaborative efforts and efforts of each of these roles, the SNHU Travel project met all of its requirements and became a successful end product.

In the SNHU Travel Project, the Product Owner was in charge of engaging and collaborating with the Stakeholders and Clients. Through the input and considerations provided by the Project Owner, the Project Owner was able to construct a backlog that displayed prioritized sequences of user stories transparently and effectively communicated the vision of the project to the scrum team. In addition, the Product Owner’s participation in Daily Scrum meetings played a crucial role in the project’s success because they were responsible for making changes to the project, such as reordering, redefining, and approving additions to the product backlog.

The Scrum Master for the SNHU Travel Project organized, facilitated, and led the team meetings. In addition, the Scrum Master is responsible for overseeing the smooth operation of the scrum meetings and maintaining executive control. Due to these factors, the Scrum Master must remain conscientious and level-headed throughout scrum meetings to ensure team members adhere to scrum values and practices and stay on task without being distracted by outside and non-essential influences.

The project developer or manager at SNHU Travel was responsible for overseeing the development of the project and its overall approach. At every stage of the project’s development, it was the responsibility of the Project Developer/Manager to work closely with the stakeholders/clients, the Product Owner, and other members of the team to ensure that the vision and scope of success of the project have been met. In addition to their responsibilities, they communicated any shortcomings or roadblocks in the development process to the project team members.

The Tester played a significant role in developing the SNHU Travel Project. Furthermore, the Tester is responsible for orchestrating all tests for the project’s development. An example of this would be the Tester, who ensured the project was bug-free, and the user experience was not compromised by any issues relating to the functionality of the project.

It is important to point out that both clients and stakeholders played a critical role in the success of the SNHU Travel project. The project vision needed to be embodied by various stakeholders and client groups to meet all planning and project requirements.

* **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.**

Adopting the scrum-agile model contributed to the successful completion of the stories, which is indicative of the project’s success. In Scrum-agile, user stories are defined from the end-user’s point of view. In order to improve organizational prioritization, there was a need to employ a structure. In this way, this structure is similar to that of a statement such as, “ As a <role> I want <to be able to do something> so that <benefit>.” As such, they are written in an engaging manner. In the end, the use of user stories helped the scrum team to become more collaborative and achieve the project’s objectives.

A bottom-up approach was established through this structure, which allowed teams to communicate in user stories the impact of tasks. Furthermore, the entire progress of the project was determined by these user stories. In addition, user stories were of great help in developing the functionality of this project, which was enhanced through the use of user stories. There are a variety of ways to provide these functions through the use of visual elements (text, background color, images) and various means to navigate through a webpage.

* **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.**

**An interruption in the direction of the SNHU Travel Project led to a reassessment of the project. The product owner, for example, requested the capability of displaying travel locations by way of a slide show rather than a list of destinations. Next, the Product Owner requested that the team develop a list of destinations that provide health and wellness retreats. As opposed to viewing the change in the project’s direction as an obstacle and attempting to start from scratch, Scrum-agile provided a systematic and efficient means for addressing this change. By utilizing agile methodologies, the Scrum Team communicated this change to the team collaboratively and made changes using “code refactoring.” By adopting this approach, developers were able to reuse existing code and modify only those portions necessary to create the slide deck. In addition, some of the top destinations had changed, so some research was required in order to provide Product Owners with new top destinations that met their expectations. Nevertheless, it should be noted that the SNHU Travel Project’s vision and mission did not change following the official change.**

* **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.**

**Communication is an essential element of working in a team, regardless of whether it is academic or professional. I consider this to be an important area for me; however, I still see it as one that can be improved. On the other hand, while participating on discussion boards with my colleagues, I made certain to ensure that my views were conveyed in a concise and clear manner. As an illustration of my point, whenever I made a suggestion, I accompanied it with evidence that would support my assertion. The next step in my process is to suggest alternative approaches and inform my colleagues about the potential consequences of not implementing my suggestions. As a result, I can properly utilize this means of communication to allow my counterparts to reflect and make well-informed decisions, which I can accomplish through the effective use of these methods. Furthermore, it enables team members to reject any suggestions or provide alternative suggestions.**

* **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.**

**Agile methodologies have several advantages for organizations and teams, including providing them with tools and principles that facilitate the success of their projects. Product backlogs have proved to be one of the most valuable tools during the development lifecycle. Product Backlogs enabled Product Owners to define and develop strategies on how to organize their approach to the SNHU Travel Project in a clear, concise, and transparent way at every stage of the project. These Product backlogs, for example, were displayed in the form of “User Stories” and “Budget Forecasting.” Additionally, the backlogs enabled team members to track their progress at any given time. Using whiteboards or any other visual representation, Kanban boards served as a tool for creating visual representations of story points. The team members were also allowed to propose tasks they would like to see included on the list. Furthermore, the team members had the option to select and update their tasks independently. These practices have subsequently resulted in a more incredible feeling of independence among teams and a greater sense of pride in their work.**

**This leads me to my second point, which I believe supports my argument, which is the idea of self-organization. Utilizing self-organizing teams and agile methodologies enables teams to operate cross-functionally and empower themselves to maximize team performance. The idea is not to have people on each team who have different skills and levels of authority to make changes but to empower a smaller number of team members with equal levels of authority to speak up for their interests. Smaller teams create an organizational culture that is more cohesive and efficient, which results in greater cross-functional collaboration within an organization. A practical example of this is the “Two Pizza Method.” As a result, outside interference is reduced, allowing team members to concentrate on their own tasks, resulting in a better end product that can be produced quickly and efficiently.**

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

Though the Scrum-agile methodology is not perfect, it is vital that we take into account its advantages and disadvantages before making a final decision regarding the use of this methodology. As in the case of the SNHU Travel Project, the project’s success can be directly attributed to the use of Scrum and agile methodology. The first advantage of these methodologies is that they encourage teams to create a transparent and innovative environment. The scrum-agile methodology maximized participation by allowing all team members to contribute their ideas. This type of environment encourages teams to come up with new ideas and resolve problems creatively and logically.

Further, Scrum-agile provided an environment that allowed adaptability and flexibility to thrive. The use of backlogs, user stories, and other visual organizational tools provided teams with an array of tools that allowed them to be individually creative. By allowing their teams to work autonomously, they can determine their own goals and make their own decisions. During the project, if issues arise, this does not change the direction of the project. As an alternative, it encouraged team members to make changes on their own or to be more direct about the challenges they were facing by using daily stand-ups to communicate the need for change.

However, it is important to note that despite the advantages I have mentioned above, one drawback should be discussed. It is not easy to implement Scrum-agile since it takes a lot of time and is quite expensive. In addition to hiring Agile coaches and inviting experts to conduct workshops, training is also crucial to building this culture. Developing a new agile culture starts with training employees. Teams must take time off from their already busy schedules to attend training workshops. As a result of taking time away from current projects, the organizations may not be able to finish these projects by their deadline, which can result in additional expenses for the organization.

Due to its many advantages over drawbacks, I believe that the Scrum-agile approach was the best way to develop the SNHU Travel Project since it greatly outweighed its disadvantages.

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