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CS-250 Final Project

* **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 on a Scrum team is essential for the success of any Agile development team. These roles include:

* + Scrum Master – The Scrum Master is responsible for supporting the team by planning Sprints, running daily Scrum meetings, and refining the product backlog. Part of this role also includes performing Sprint Reviews and Retrospectives. The overall goal of a Scrum Master is to ensure the success of each sprint in a development cycle.
    - For the SNHU Travel project, the Scrum Master was responsible for planning Sprints, as well as working the feedback received from the Product Owner into the Product Backlog, to be built by Developers.
  + Product Owner – The Product Owner is responsible for coordinating the needs of users with the work done by developers. They may conduct User Story sessions, where users give feedback on products in development, in order to make recommendations for the developers to look at and work into their software.
    - The Product Owner for the SNHU Travel project ran User Story sessions, getting valuable feedback from users, and building out recommendations for the Product Backlog, in order to ensure the users’ needs were met.
  + Developer – Developers are responsible for writing the code necessary to meet user requirements. They work with the Scrum Master and Product Owners to ensure that this work is done in a timely manner, while ensuring the software meets user requirements.
    - The Developers for the SNHU Travel project were responsible for the creation of the program. They also took feedback from the User Story sessions and made changes to the software in line with the Product Owner’s recommendations.
  + Tester – Testers are responsible for developing test cases based on user and stakeholder feedback. Testers run code created by developers through their use cases, ensuring that the outputs of a piece of software are in line with the requirements laid out by the Product Owner and Scrum Master.
    - Testers for the SNHU Travel project were responsible for creating and running test cases for the program. They made sure that the Developers were doing work which aligned with product 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.
  + Each of the User Stories contributed valuable feedback to the development team. To make these stories a part of the application, work had to be done my each role in the Scrum Team. The process begins when the Product Owner ran the User Stories session. This session is where users were able to provide their recommendations for the program. One example User Feedback from this session is “It would be great to have the top 5 or 10 destinations listed”. The Product Owner brought this feedback back to the team in a User Stories report, which informed the Scrum Master that this should be added to the Product Backlog. Developers then took on the tasks created to support this goal, such as editing the application to list the top 5 destinations. A developer would take this task, and add the functionality into the application. The Tester would then make sure that the test cases they develop, such as ensuring that the top 5 destinations are appearing, that only 5 (or 10, depending on what the team had agreed on) destinations were shown, that the buttons and controls were all functional, and so on. Once these test cases were satisfied, the feature has been successfully added to the program, and can be taken off of the Product Backlog.
* **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.
  + One of the main benefits of a Scrum-Agile approach to development is its flexibility and adaptability to sudden changes. When the team decided to pivot to showing relaxing spa destinations rather than vacation packages, it was relatively easy to change the types of destinations which were being displayed. The Scrum-Agile approach is designed so a redesign of the software or documentation were not required, and the change could simply be implemented by adding tasks to the Product Backlog.
* **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.
  + “I agree with the Product Owner's decision to begin development of a Project Backlog. This will help the team contextualize our current workload, by visualizing what remains to be completed and assigning priority to each task. This will also help our "Illusion of Progress" problem, by clearly laying out what has been done, and what remains to be done at a project level. This will also help with our siloing problem - by assigning tasks throughout the team, we can more effectively transfer knowledge across team members, ensuring that no single points of failure exist within our development team.”
  + This discussion with team members was a great way to highlight effective communication between me and other team members on a project. Taking their ideas, and helping contextualize them to the rest of the team, ensures that everyone is on the same page when it comes to the decisions the team is planning on making for the future of how a company does business, especially at such a crucial moment in building development teams.
* **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.
  + Using a Scrum-Agile approach to developing the SNHU Travel project was a great approach which helped solve a lot of problems over a short development cycle. One approach that I really felt helped the team develop a great product was the User Stories session. This survey from users really helped the team by providing some great user feedback, and ensured that the product we built would end up satisfying user needs. It was great to be able to transform this feedback into actionable items for the team, then actually implement those changes into the application. Since I played every role on this theoretical team, I was responsible for every step of this process, but if I hadn’t been, I would have valued the feedback from other developers and Product Owner in order to put a great application together. The Scrum Meetings would have been a great place to discuss these features and their implementation.
* **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.
    - Pros:
      * The adaptability for Scrum projects to change on the fly in line with user requirements means we were consistently developing software which met user requirements, even as they changed over time.
    - Cons:
      * The structure of Scrum means that a lot of the steps which would be laid out in the Waterfall approach, were not set in stone from the outset of this project. This may make long-term planning more difficult for Scrum projects, but the tradeoff is better adaptability.
  + Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.
    - I personally feel that the SNHU Travel project greatly benefitted from the Scrum-Agile approach. The gathering of user feedback and its incorporation into the project made it a great way of building this application in line with changing user requirements.