**CS 250 Final Project**

Having a great team with skills is a blessings. I grew along with the modules, from day one I have been excited and passionate. In the beginning, being a Scrum Master, I really enjoyed doing my job. I had created different plans for executing scrum ceremonies, e.g. I have done planning with the entire team on who is going to do what job and how they will accomplish. For daily meetings, I have created 15 minutes meeting criteria to reflect on what we did yesterday and what is the plan of today of all the team members. Every member is required to record what they are doing daily. Moreover, what is the plan of each and every team member next. In these meetings, team not only grow individually but also grow their potential as a whole team. As a scrum Master, it is my responsibility that team accomplish these goals. By giving 7-8 minutes daily among team within meetings, I will make sure their collaborate and gain their skills.

After that I Fulfilled my duties as a product owner, which included to collect all the data and provide by user and jot down in in product backlog. These are the experience of different tester of the company. A product owner should jot down these points and try to provide convenience to the users. These user stories help scrum team to build effective way to ensure every user is getting what he deserved. Plus, with the help of these stories scrum team will be able to make program according to user stories. By writing them down, product owner has an idea from where to start. These stories were super helpful as it helps teams to collaborate with each other and their parents.

Being a Tester, I really enjoyed doing my job. A tester does not only provide feedback on quality of the product but also on quality of the process. A tester is also responsible for managing and using the test environment. As in this module, my job is to test the website of SNHU traveling so my main focus revolves around the main requirements mentioned in the user video. I have to create a test, update a test, and provide feedback. I had made different plans and layouts for creating user stories. I had created a chart about the input of different tests and their expected results, based on three unique user stories. The most helpful element creating a user story is creating check points for different cases using email. The element like type and method were missing from sample template. If these were provided than the user story would be much better. As a Tester, I believe I should know the basic detail summary of every element in order to test the product effectively.

A developer is a tiring job and a challenging task. As it requires to make, break, and remake. As everyone in agile team has many responsibilities but the tough one seems to be the developer one. A developer has to make codes according to the user requirements. After the product test, the tester has to break and remake the product because of user changing requirements. I felt tired as a developer in that module because it’s really hard to download file as a jar file. As a developer, I would request the product owner to guide me what he/she wants to have in him/her product so I will be able to change that. And making sure they response timely, I would provide brief detail of my work. And let them choose what to stay or what not. This will ensure their response. Agile always Promote changes, that is why the flexibility of agile allows to promote change after, before and in next iteration. Agile methodology allows more flexibility to change in a product within less or short period of time. Agile is flexible because of teamwork, work is divided into parts among team members, planning earlier to change and open to continuous change. All these points make agile flexible.

If these roles were developed in waterfall development approach, than it would be completely different. I would have to make every step very precise and accurate with 0.01% error. In waterfall approach, no changes were made in development processes, although agile provide the flexibility to change different things on various time. For instance, as a developer in waterfall, I would not have to change anything unless in the final.

If I have to choose waterfall, I will consider these key points in mind, because waterfall is the structural composition of software development, which requires the person to follow the rules step by step and strictly. Whereas, if I have to choose agile, it is a flexible composition, which requires the person to modify a program on various steps. The most common disadvantage in waterfall, it is very difficult to go back and change something that was not well-thought out in the concept stage. This increases the amount of risk and uncertainty. Agile can resolve issues as changes are required whereas waterfall is used where no changes are required. Due to frequent changes, agile will need extra time.

According to my point of view, daily meetings, and weekly celebrations on the project advancement, not only will help in creating openness and transparency with the team, but also help team members to help out each other. As mentioned in our textbook chapter 9 about information radiator. This is fast and easy way to share information among each other and it allows openness within the team. For example, the use of white board, with notes of everyone’s agenda on it, should be placed in the group work area. Moreover, frequent meetings with everyone’s viewpoint can also help. For the development and better growth of the project, this would help build their confidence among themselves and also in product owner. This will be helpful for achieving project’s agenda in a better way. The most important tool for coordinating and increasing efficiency within the team, is to build company’s own portal in which team or group of specific people can interact with each other. For example, now a days, for meetings and face to face communication within a team or within a conference is mostly held by zoom or Google meetings. These will help team to have strength within themselves.

For the collaboration among team, as a tester and product owner, I wrote sample emails on different teammates for the betterment of agile project.

**Sample Email:**

To: Christy

Subject: User Story Clarifications

Dear Christy,

I have taken a look at your user stories and am developing test cases for the different features to

determine whether the product passes or fails. I need a bit more detail so that I can use more specific metrics to clearly define my test cases. Can you answer the following questions for me?

User Story One

 Do all the “Top 10” trips need to be listed on the same page or should they be listed separately

(like with a slideshow—big picture up top and description below)?

 Should the list count down from 10 to 1 or start with #1?

 Are we doing a top-ten list for a specific type of vacation or will it include all types of vacation packages based on popularity?

User Story Two

 What kind of column headers would you like to see for this option?

 Trip name, location, prices, description—do you also want them to be sortable by user ratings?

 Are we going to allow the user to specify a price range?

 How long are you looking for the description to be? A one-line overview or more comprehensive details?

User Story Three

 For the next user story, you indicate wanting a mobile app. Do we want to include every feature on the mobile app or limit the functionality?

 This user story seems more like an epic that will need to be broken down into smaller

components. Can you give more details and wireframes for what you are envisioning here?

Thanks,

Brian

**Email:**

To: Product owner, tester

Subject: Development and changes in the product

Detail:

Hello,

I hope you guys are having a great day, I am the developer of the product. We have made some changes throughout the product, details are below:

* Instead of just picture of top destination, we will do the slideshow.
* Detail and picture of each destination
* Slideshow will be on top of the SNHU travel website
* Every costumer will be given option to filter according to his/her interest and would be shown price comparison of destinations

Feel free to let me know about the changes and any idea for the changes,

It is so wonderful to work with you guys, have a wonderful day!

Thank you,

Arooj

Before taking this class, my dream role was to be a developer in the computer science industry. My major is Software Engineering. I am passionate about pursuing this career. I want to learn, live and study for technology. This not only explains my dream and desire of being a developer but also provides a knowledge to my love in computer science industry. I am good at planning, organizing and leading, so the product owner role also fits me. I feel like I am a team player as I worked in teams before too. I don’t choose myself to be a leader, but I ended up being a lead in the project.

I felt my previous path has been confirmed after taking this class. I know how to create different projects as a developer, but I have to work on the knowledge of how to use developing software. For example, I did complete the assignment by adding a slideshow in my jar file, but as professor mentioned the slideshow did not show anything. I think I need to work more on the virtual lab to be successful in my career path.

To get more experience, I will have to follow the guidelines provided in the rubric. Plus, I have to work on my virtual lab skills to support my dreams. After finishing the course, I might go back to previous works and try to make projects in better way.

As a developer, I would consider emailing my team members regarding the project. For team collaboration, I might send the kahoot codes to everyone. In these kahoot, I will provide questions with various options to select within the project on how the project would be. This will not only give a chance to everyone to participate in working, but also gives them a fun activity to do.

My major is Software Engineering. It is a branch of computer science which focuses on building and development of system software and application software. Software engineering is the most demanding and fastest growing professional occupation. Completing a formal education is my first step toward becoming a software engineer.  I attended Yuba College to get my two years transfer degree. My curriculum was focused on the core principles of software engineering, programming languages, and modern approaches to software development. Now, I am transferred to Southern New Hampshire University to complete my bachelor’s degree. A bachelor’s degree in computer science, or a related field, is my second priority.

I am passionate about pursuing this career. I am already a part of my college STEM program. I want to learn, live, and study for technology. I want to prove women are not less than any man. By pursuing my degree, I will focus broadly on women in technology and work to enhance their presence in technology. As today is the era of technology, both men and women should learn how to use it. In the past, people don’t really believe in technology, they rather consider it as magic. But, now as technology develops so does people’s mindsets has been changed. Now we believe in technology. My focus is to work harder to achieve my goals. I can’t give up my dreams. There is no easy way to achieve these goals, but with motivation and inspiration I will reach my goals.