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7-1 Final Project Submission

The role of the Scrum Master on the Scrum-agile Team contributed to the success of the SNHU Travel project by asking the Team the questions of: What did I do yesterday? What will I do today? What impedes me? The Team answered with what they did yesterday, what they did today, and what impedes that I have. Also, the Scrum Master discusses all of the topics within fifteen minutes. Also, the Scrum Master answers all of the questions that the Team asks. Also, the Scrum Master plans a Scrum Event such as Sprint Planning to meet with the Product Owner, the Developer, the Tester, and the Client to talk about the timeframe, the cost, and the goals that everyone needs to meet. Also, the Scrum Master has Daily Scrums with the Developer, and the Tester to check to see if the code is good enough, and if the test cases passed. Also, the Scrum Master does a Backlog Refinement to have the Client look at the request and meet with the Product Owner so that the Client will be the first to work with.

The Scrum Master plans a Scrum Event such as a Sprint Review to meet with the Product Owner, the Developer, the Tester, and the Client to talk about if the cost is good enough, did we meet the deadline, and did we meet everyone’s goals so that the SNHU Travel site can run well. Also, the Scrum Master plans a Scrum Event such as the Sprint Retrospective to meet with the Product Owner, the Developer, and the Tester to talk about what they did good, and what they need to improve on.

The role of the Product Owner on the Scrum-agile Team contributed to the success of the SNHU Travel project with the creation of a Product Backlog of the most important to the least important User Stories. Also, the Product Owner does the interviews/user meetings to ask questions with the user to figure out what the user needs or wants to go into the travel booking software. Also, the Product Owner does a Sprint with the Scrum Team, and the Scrum Master has a meeting with the Developer, and Tester and tells them to code and test the User Stories features of the top five destinations, the travel history, the kind of transportation to travel, the deals for the users, and the kind of vacation that the user wants to go on.

The role of the Tester on the Scrum-agile Team contributed to the success of the SNHU Travel project by creating three Test Cases for the three User Stories to check the code to see if it passes. In User Story # 1, the User is able to click a link that takes them to a page that has top five destinations list that is based on their previous travel or profile, ordered list that has most popular location to least of one-five, and destination list have the attributes of destination name, destination short description (one sentence), destination picture, and a text link takes the user to the travel package of the destination when developing the initial Test Case # 1. In User Story # 2 there is a list of deals that is based on the customer’s profile, the travel type, the destination type, the activity type, and the previous travels history when developing the initial Test Case # 2.

In User Story # 3 there is an option to set the user’s profile, the travel type of cruise, plane, train, car, or truck, the destination type of tropical, dry, temperate, continental, polar, city, suburb, or rural, the previous destinations, the activity type of cruise, museum tours, eco-travel trip, adventures, fine dining, hiking, star gazing, fly-fishing, or horseback riding when developing the initial Test Case # 3.

The role of the Developer on the Scrum-agile Team contributed to the success of the SNHU Travel project by asking the Product Owner and/or the Tester if the original code about the Three User Stories needs to be scraped or if the code needs to be modified with the new booking tool of detox/wellness travel. Also, the Developer ensures to get the response to move forward by bringing all of this up in a Scrum Meeting, and by emailing with the Product Owner, and the Tester. Also, the Developer uses the agile methodology to be more flexible in the approach of development, because of the work in short iterations of sprints, and it allows the reevaluation of the project goals and priorities by the feedback of stakeholders. Also, it allows to make changes to the project at the beginning, middle, and end.

A Scrum-agile approach to the SDLC helped each of the user stories come to completion, because “It gives flexibility to developers and allows for changing requirements during development,” and “It delivers early, partial working solutions so progress can easily be measured.” Also, a Scrum-agile approach to the SDLC helped each of the user stories come to completion, because the Product Owner can have a meeting with the Scrum Master to talk about the user stories, and the Scrum Master can have a meeting with the Developer, and the Tester to talk about creating code that will have the top five destinations, the travel history, the kind of transportation to travel, the deals for the users or stakeholders, and the kind of vacation that the users or stakeholders want to go on, and testing the code that the Developer created to make sure that the code passes, and will run the SNHU travel booking site.

A Scrum-agile approach supported project completion when the project was interrupted and change direction, because “Because requirements change frequently you need a streamlined, flexible approach to requirements change management,” and “SNHU Travel wants to be on the cutting edge and wants the focus of their new booking tool to be detox/wellness travel. Their management is very excited about this opportunity.” Also, this allowed the Developer to change the code to meet the client’s needs.

The sample of my communication is To: Christy and tester

Subject: Request

Dear Christy and tester,

Do you want me to scrap the code that I originally created about the three user stories and slideshow with pictures or do you want me to modify the code into the new booking tool of detox/wellness travel by adding new pictures in the slideshow, and changing the text of the three user stories. What all kinds of specific comments do you want me to include with the code. What all functions do you want the software to have. Does the test cases need to be revised.

Thanks,

Ben

My example was effective in their context, and they encouraged collaboration among the team members, because I asked questions with both the Product Owner, and the Tester.

The organizational tools and Scrum-agile principles that helped my team to be successful are implementation of Scrum, and Collaboration. The Scrum event in relation to the effectiveness of the tools is in 3-4 Journal: Product Owner, because it talks about the Product Owner asking the client what they need to get the project done. Also, it talks about the Scrum Master meeting with the Developer to tell the Developer that the code has to meet the client’s need. Also, it talks about the Scrum Master meeting with the Tester to tell the Tester that the test cases have to test and pass the Developer’s code.

The pros that the Scrum-agile approach presented during the project is that you can change the code quicker, you have Backlog Refinement to help the most important client’s first, you have a Scrum Team that can change to the client’s needs, and they all work together, and all of the Scrum Team has the same sprint goals. The cons that the Scrum-agile approach presented during the project is that it takes a lot of training, it can be hard to switch from waterfall to agile, and it’s a smaller team. A Scrum-agile approach was the best approach for the SNHU Travel development project, because the client’s need changed close to the end of the project.

References

SNHU. CS 250 Software Development Lifecycle.

[Product Owner and Scrum-agile Team Animation PDF](https://snhu-media.snhu.edu/files/course_repository/undergraduate/cs/cs250/storyline/mod5/story_html5.html)

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[1-3 Module One Quiz: SDLC and Methodologies](https://learn.snhu.edu/d2l/le/content/1398334/viewContent/26090448/View)