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Final Project

During the travel project the product owner played a critical role in prioritizing the backlog and providing clear acceptance criteria for each user story. An example of this was during sprint planning when the product owner clarified the scope of the customer review feature. This allowed the development team to focus on high-priority tasks that aligned with business goals. The development team worked collaboratively to complete user stories by self-organizing and estimating effort using story points. One example of their contribution was the implementation of the payment gateway integration, which was completed on time despite initial concerns about security protocols. Their collective problem-solving and cross-functional skills led to the successful completion of the feature.

The Scrum-Agile approach was instrumental in helping the team complete user stories within the time-boxed sprints. For instance, the user story related to enabling customers to book flights was completed after iterative feedback from the product owner during sprint reviews. The flexibility of the Scrum-Agile approach enabled the team to break down large features into smaller, manageable user stories. This incremental development ensured that by the end of each sprint, there was a working version of the application with new functionality, such as the flight search feature, which we refined over several sprints.

The Agile framework excelled when the project faced interruptions and changes in direction. Midway through the development, the client requested that the application prioritize vacation package deals rather than just individual flights. Thanks to Scrum’s iterative approach, the team was able to pivot quickly. In the next sprint planning, we adjusted the backlog to focus on this new priority, ensuring that development continued without significant delays.

Had this been a Waterfall project, these changes could have led to major setbacks, as the shift in requirements would have required significant re-planning. However, with Scrum, the team was able to handle the changes with minimal disruption.Effective communication was central to the team’s success. Throughout the project, daily standups helped the team remain aligned on goals and allowed for early identification of potential blockers. For instance, one of the developers raised concerns about a delay in API documentation during a daily standup. By addressing the issue early, I was able to coordinate with the external team and resolve the issue promptly.The sprint review meetings also encouraged collaborative communication. For example, during one sprint review, the product owner provided feedback that led to important UI improvements, such as making the booking interface more user-friendly. This feedback was shared openly and constructively, fostering a team culture of continuous improvement.

Several organizational tools helped the team remain efficient and productive. We used Jira for managing the backlog, tracking progress, and assigning user stories to team members. This tool ensured transparency, as everyone could see what tasks were being worked on, their priority, and their status.In addition, the Scrum framework’s regular events, such as sprint planning, daily standups, sprint reviews, and retrospectives, provided structure to the team’s workflow. Each event was crucial in keeping the team focused on delivering incremental value while allowing room for reflection and process improvement.

The Scrum-Agile approach provided several advantages for the travel project. The pros included increased flexibility to adapt to changes, faster feedback loops, and improved collaboration among team members. For example, the ability to adjust the project’s direction when the client shifted their focus from flights to vacation packages was a major benefit of using Scrum. This would have been much more difficult to accommodate in a Waterfall approach. However, the Scrum-Agile process also had some drawbacks. The team initially struggled with accurate sprint planning, particularly with estimating story points for complex tasks. This led to some features being carried over to subsequent sprints, which could create a sense of pressure on the team.