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CS 250

Final Project

The Scrum Master contributed by collaborating closely with the stakeholder to gather the necessary information needed in order to prepare the backlog with its comprehensive list that included the details about the requirements of SNHU Travel project. In addition, the Scrum Master addressed the team’s schedule and established the velocity of the team in each sprint accordingly based on the travel project’s required workload. The product owner also maintained engagement with the users by gathering ideas and feedback to develop user stories which were relayed to the team to start the development process. During the process of developing the user stories, the product owner asked three clients for input about what they want to see more when using the travel agency’s website. This information helped to further define the requirements and further improved the website’s exposure. The software tester contributed by interpreting the user stories to develop test cases. Testers helped to develop scenarios to meet the acceptance criteria such as making sure the outcome of the travel agency’s website slideshow was what the stakeholder wants. During the process of testing the product, the tester reported that some details such as location picture, description, and other information were missing in the slideshow. This information was relayed to the team and the issues were addressed. The developer contributed to the project by performing the necessary updates along with the new requirements that came up with SNHU Travel Agency. When the travel agency wanted to shift the travel type to focus on detox/wellness type, the developer implemented the new features to the website based on the new information given.

A Scrum-agile approach supported the project completion when the client decided to make changes through collaboration amongst the product owner, tester, developer, and Scrum Master because they were able to communicate updates, changes, and other information that’s used to proceed and progress the project. During the team’s meeting, each member was able to express their concerns, explain on what they can do with the new changes, and address other issues. The product owner was able to modify the product backlog and user stories so that the team can utilized it during the software development cycle. With the daily meetings and close collaboration, the team is able to move forward because the updates from SNHU Travel Agency were communicated right away.

A sample of my communication as a developer to my team is when I emailed the product owner and tester for more information in the user stories so I can make the necessary updates to the website. Here is the sample:

Graphical user interface, text, application

Description automatically generated

This sample is effective because I asked for specifics that would help me develop the project. This also promotes collaboration because it further shifts the focus on the project, and it involves the product owner and tester more engagement with the client in order to retrieve the necessary information that is needed. In addition, the face-to-face communication during the team meeting where the changes and redirection about the travel agency was discussed helped encouraged collaboration because issues, concerns, and the new plan was discussed so that everyone is on the same page moving forward with the project.

User stories are used to simplify the definition of the requirements so that developers and users can understand it. It breaks down the requirements into smaller parts in terms of functionality in order to help plan the sprints. In addition, user meetings helped in writing user stories because the product owner was able to gather information about what the users wants to see in the travel website so that the travel agency gains more exposure across the country.

The cons of using the Scrum-agile approach during the project is that there is no fixed date in terms of when the requirements need to be met especially that changes also happen during the development process that could lead to redefining the product backlog, user stories, and deadlines for the sprints. This could be frustrating for the teams especially if they have worked hard and gone far with the project. The advantage of Scrum-agile approach is that it helps the team become highly adaptable to changes along the way because of the incremental work such as the sprint that allows the team to quickly and efficiently complete project deliverables. This approach also ensures a successful outcome considering that the clients are able to see a demonstration of the product at each stage in the process. Overall, the Scrum-agile approach is the best approach for the SNHU Travel development project because it allowed the team to communicate effectively and work together in order to meet the criteria and requirements of the SNHU Travel Agency.