Project Team

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| --- | --- | --- |
| **Role** | **Name** | **Contact info** |
| Product Owner | Christy | 231-222-3343 |
| Scrum Master | Ron | 234-435-2535 |
| Developer | Nicole | 575-876-2365 |
| Tester | Brian | 345-675-0554 |
| Client | Amanda | 231-237-5643 |

*View Agile Team Charter for mission statement, success criteria, guidelines, risks, and rules of behavior*

**Agile/Scrum COMPLETIONS to start project in 1st Sprint**

* **Product Owner** -- *Christy*
  + Met with Client to discuss what was needed from project
  + Met with three customers: Nick, Maria, Brent
  + Developed user story points and needs customers wanted in new software project
    - Available in an Excel Sheet and available online
  + Prioritized user requests and requirements
  + Product Backlog updated with current user stories
    - Current and updated throughout changes
  + **Project changes week 1**
    - * Slide show format
      * Focus new booking tool on detox/wellness travel
* **Scrum Master** -- *Ron*
  + Facilitated between Christy and team to make sure everyone was on track
  + Gave estimation deadlines and project goals to team
  + Communicated with team throughout the week
* **Tester** -- *Brian*
  + Developed test cases from Christ’s user stories (updated in Excel sheet)
    - Identified detailed steps to be taken to complete action in user story
    - Indicated clear pass/fail measures to be taken for each step
  + Received updates via Christy email on project layouts
    - Updated test cases for detox/wellness booking tool
* **Developer** – *Nicole*
  + Updated project code and got simple slideshow format working
  + Updated project to focus on detox and wellness booking
    - Communicated via email with team to show the team how the detox and wellness key points were updated in project
  + Sent runnable jar of week 1 updates to team to view as acceptable at project start
    - Scrum master verified with P.O. that **Week 1 layout looked good**

**Scrum-agile approach to the SDLC and how it affected the project**

User stories were created by the product owner in the beginning of the project. These user stories were used throughout the project by the team as a basis of what was to be included in the software. The team had already started the work when some changes were made to the project midway through. This is the beauty of an agile approach. With The flexibility, communication, and iterations of agile, incorporating these new features isn’t too big of a deal and doesn’t mess up the end date of the project. The words from the product owner when asked about some of these changes were “Since this is agile, we want to keep the same dates.” It’s okay for a project to be interrupted or change direction in agile. Communication between each member is important so that each sprint stays focused, on task, and updated on any changes in schedule or project. The user stories were taken by the tester and used to make Test cases, which laid out clear pass/fail measure for the project.

**Communication between Team Members**

**Throughout this term the communication in our SNHU Travel project mainly was by in-person communication and also via email. Below is a picture of an example in person meeting that happened during the project:**

A group of people posing for the camera

Description automatically generated

Provided as an example via our HW for CS250 via SNHU

**Another method of communication between team members was email. Shown below is an example email from the developer to the tester and Product Owner:**

***To:*** *Product Owner and Tester*

***Topic:*** *New Development Updates*

***Product Owner –*** *I am focusing the main aspects of the new software on detox and wellness vacations but I have a few questions. Can I still include everything we had before just update the “main” screen of the site to auto load wellness and detox packages or maybe make a button for them that loads a menu? We also need a way to determine what packages we want to incorporate as detox and wellness. Should they be ranked by category of detox? Not sure how we want to approach labeling a package “Detox/Wellness.” Also, I should still follow the same slide show type format also correct?*

***Tester –*** *I will stay in touch with you once I hear back form the product owner on some things but I think the changes for this Detox and wellness stuff won’t be too difficult and most of the site will remain the same. Once I hear back and update some things, I will let you know what has been updated since your previous test cases were created.*

*Thanks guys,*

*Brad Byard – Developer*

The communication slide shows showing the product owner talking to the team provided in our Homework was a great way to show how the product owner would bring things up to the team and introduce any product changes. The emails showed how the team may email the scrum master or product owner about anything they needed clarification on to continue their work.

**Organizational tools and Scrum-agile principles that helped team be successful**

The team had to stay organized to maintain a professional approach to agile development. To do this they used certain tools and Scrum principles such as discussion boards, scrum meetings, user stories, test cases, project estimation via story points, and emails to keep in touch. I like tools like Azure Boards to have a visual view of where the project stands, that can be accessed online by anyone on the team during the project.

**Effectiveness of the Scrum-agile approach**

**Below is a list of good Agile principles and scrum approaches that I think the team used well.**

* Kept customer as a top priority and stay connected with them and their view of the completed project
* Welcomed changing project requirements
* Developers and testers worked with product owner to create best possible product
* All Members of the group worked together and were in constant communication
* Face to face meetings to talk about changes and updates
* Working software was created and tested (before and after changes)
* Problems were brought up to other members via team communication

Because there were changes throughout the project, I think the agile process was the best approach for SNHU travel project, because of it’s iterations, flexibility to makes changes, and its working and testing of the product throughout updates and changes.