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CS 250

October 14, 2024

Final Project

**Applying Roles**:

The various roles on my Scrum- Agile Team contribute to the project being successful in different ways. The Product Owner was able to tell us what was needed in the Scrum Meetings that were being facilitated by the Scrum Master. From the project, we were able to find out what our customers wanted, and we focused on creating a niche travel package. From this information, the developers, including myself, helped create the codes and relevant information for the customers to obtain their desired travel destinations. When I submitted the codes, the testers were able to check if the code was debugged correctly and efficiently.

**Completing User Stories**:

The Scrum-Agile approach to the software development life cycle was very helpful to make the user stories be attainable and able to be completed. For instance, some wanted cruises as their option for a destination. We were able to create a user story with different components that would touch this specific requirement. Other instances included a niche travel destination that gave us a wider range of options. From these stories, I was able to come up with more clarifying questions to the project. For instance, I asked the Product Owner if we were looking for destinations within the United States, around the world or both? These ideas would have not been focused or emphasized if it was not for the user stories.

**Handling Interruptions**:

The Scrum-Agile approach supported the project to be completed even with the change in direction it faced. The team found out about the change through the Scrum meeting that described the change and what was needed. Luckily from the outline we created when we started, we made the necessary adjustments from going to a niche travel package to a detox travel package. From this point, we did not have to start all over because we had the necessary framework to make the adjustments needed. The codes were presented into a slideshow format, and it had detox destinations that the customer was looking for.

**Communication**: Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Explain why your examples were effective in their context and how they encouraged collaboration among team members.

The methods of communication that I did was through the Scrum Meetings and through emails with my Product Owner. Voicing my concerns and where I was at with the project was important to let the team know what was going on and it caused a spark in conversation with their status. The emails to my Product Owner were to ask for clarification for some key points of the project and to ask for a timely response. This method of communication is effective because these concerns came up when developing the code and outline of the user stories. The email helps document the topics that should be covered and could cause the Product Owner to go over for the next Scrum Meeting so everyone can be on the same page.

**Organizational Tools**:

The organizational tools that were used to make the team successful was the excel spreadsheet of the user stories and the codes with in-text comments of their purpose. The excel spreadsheet had the ideas from the Scrum meeting and was organized into an outline for reference of the Product Goals. These then translated into the software that was needed to make these ideas come to reality. The in-text comments help the team know what the purpose of the code development was and made it into a usable product/ slideshow.

**Evaluating Agile Process**: Assess the effectiveness of the Scrum-Agile approach for a specific project. Address each of the following:  
The pros of using the Scrum-Agile approach for the SNHU Travel project are it became flexible to change, created effective communication, gave customer involvement to the process, adaptable timeline of completion and continuous improvement. The continuous improvement would be the area were we documented our codes with the comments for other developers to look at and enhance for future reference. Some cons of the process include teaching the process to inexperienced Scrum Teams, the customers being actively involved, and uncertainty in timeline adjustments. Teaching a new Scrum Team can cause an unnecessary delay in the process and further push back the deadlines. The customers need to be involved and answer some of the questions we might have but we run the risk of the customers not giving any feedback until the product is completed.

Furthermore, I believe that the Scrum-Agile approach is the appropriate and necessary approach for the SNHU Travel development project because of the flexibility and adaptability it has. It would not have been possible without the structured outline of the user stories and the Scrum Meetings that took place with the whole team. Even though there were changes made to the direction we were heading to, we were still able to reach the deadline that was set at the beginning of the project.