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CS-250

Final

Various roles on my Scrum-agile Team added a lot of important updates to the SNHU project. I believe that all of the roles are important but the most significant roles that impacted the SNHU Travel Project was the tester for the user stories/feedback. Understanding the needs of our direct users is one, if not, of the most important parts to any sort of project involving the public. Allowing the development team, the Product Owner, and the testers to get an idea of what we are missing, what our competitors are doing better, and new features that customers would want is the way to take over any sort of market whether it be digital travel agency platforms, social media, financial services, or anything else for that matter. I also believe that Scrum masters play a very big role in coordinating meetings, staying vigilant for deadlines, and clashing of team members. Communication is extremely important for any success, and I believe a full meeting, including the Product Owner, is the key to success. When looking at other team members, developers obviously play a massive role in hitting deadlines, creating fast and efficient software and a lot of stress can build up on those developers. As a developer, recognizing short term goals while working in an agile workflow is important and is a big reason as to why the waterfall methodology has seen drastic decline in support and use. I also would like to shoutout tools such as Azure Boards, Jira, JetBrains You Track, Monday.com and even Slack for keeping teams in sync with instant messaging, accessing goals and tracking progress.

As I have already mentioned, user stories are extremely important when creating a user-oriented system, such as the SNHU Travel Project. During this project, there were a few user stories that were brought to our teams’ attention. With an agile workflow, the team was able to quickly update their goals and shift their focus on the user needs such as providing a filter system and a Top Five feature. The agile workflow has this advantage over the waterfall methodology which is why I believe it will fade out of use except for quick projects or extremely small teams.

The Scrum-agile workflow helped transition by allowing for quick changes on plans, development, and short-term goals. When the Scrum Master and Product Owner announced that we would be shifting to a different model for the SNHU travel project, there was little downtime. There was an immediate and nearly seamless transition due to the flexibility of agile/scrum work methodology.

During the SNHU project, the team discussion post and other examples in the real world I believe I’m able to communicate well with team members given the right timing and context. During the discussion group with my peers regarding the SNHU Travel Project, I was able to ask testers for more specific information and respond to our Scrum Master regarding direct management. In practice, this results in clearer lines of communication, a more efficient workflow and quicker launch time as it’s important to discuss needs. The context being, once our Scrum Master introduced themselves and lined up their plan, I saw a potential issue and addressed it.

Organizational tools and Scrum-agile tools are, what I believe, the main attraction for any sort of development life cycle style. The benefit to Scrum I feel is the constant communication, updates, short term goals along with long term goals, and everyone having their own specific part. The meetings I believe are extremely important, and there is a need for every team member to be there. It allows for coordination, group exercise, communication building and more. Along with that, paired with an Agile methodology, this development approach is extremely beneficial and is what I hope will be the norm going forward.

During the SNHU Travel Project I saw many different things such as different Scrum team members and executives, different shifts in technology and goals, daily meetings, chances for communication and lack thereof, room for improvement and failure. I believe the best example I had during this project was my ability to communicate my needs with the Scrum Master. This showed a direct correlation with what the Scrum workflow was all about. I believe that works out very well in the real world and shows progress. I did see failure in the user stories and specific instruction from the Scrum Master and Testers. While what they did was important and led to important progress, I believe it could have been done better and more efficiently. For example, the user stories were a bit off and the testers did not press for any extra information. There seemed to be a lack of motivation or intent. Very open-ended questions with no follow-up led to, simply put, misguided help. As I addressed to the team during the Scrum Meeting discussion, there needs to be more follow-up if we are to understand what the users really want and the best way to deliver. There needs to be that drive to push our project into the market on rockets.

Overall, The Scrum-Agile approach served the SNHU Travel Project well and I’m grateful for the opportunity to use such a system. While the user stories could have been better, there was an opportunity for clear communication regarding the value of them and the lack of follow-up as well, which is extremely important to have. I’m glad the meetings included all parts of the team including the Product Owner, which boosts motivation. There were issues in direction but all in all, it worked out much better than the alternative, the waterfall.