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CS 250

Professor Tammy Morrison

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**7-1 Final Project**

As Scrum Master for the final Sprint Review and Retrospective, I will now summarize, analyze, and draw conclusions on the SNHU Travel project. Our team took a Scrum-agile approach in developing this project, and in doing so we improved our ability to communicate, adapt, and collaborate; these skills helped the team become more efficient and deliver better products.

There were four roles on the development team, Scrum Master, Product Owner, Developer, and Product Tester; all of them contributed to the success of the SNHU Travel project. As Scrum Master, I had to set clear goals and lay out a plan that aligned with our mission goals and included the whole team's ideas, which I would compile during the Daily Scrums. After the initial client meeting, the Scrum Master scheduled the Scrum events, which ensured the team understood and practiced agile principles and helped the team deliver a quality product.

As Product Owner, I began by interviewing the users and stakeholders, and from these, I created the user stories—the foundation of our team’s work. The Product Owner must consistently prioritize the backlog, ensuring that our team focuses on the most valuable features first. For example, when the client wanted to focus on wellness/detox vacations, I needed to move this to the top of our backlog and make sure the deadlines were still feasible.

For the development role, I needed to request from the product owner more detailed information on the new features and priorities. To ensure I would get the response I needed, I had to be clear when requesting my specific needs to complete this project on time. Agile methodology allowed me to be more flexible in my approach to development because it focuses on incremental tasks. By breaking down this project into smaller more focused tasks, we can adapt quickly to changes, like focusing on wellness vacations.

As the product tester for the travel booking software project, I began by developing the initial test cases based on clear and detailed user stories. Sometimes specific details were missing from the user stories, for example, user story one doesn’t make it clear whether Top 10 Trips should be on its own page or what order the list should be in. Having these and other specific details is necessary to develop the test cases. To get this additional information, I have to communicate directly with the Product Owner and ask specific questions.

The Scrum-agile approach to the SDLC helped complete each of the user stories and project by enabling incremental delivery and continuous improvement. User stories were broken down into manageable tasks, allowing for regular feedback. When the project shifted focus to wellness vacations, the scrum master made sure the deadlines were still feasible, and the product owner ensured the team focus was on this important task, as the developer, I asked for more specific user details to ensure the product meets the requirements, and as tester, I had to continually update the test cases after changes or feedback. All of these roles and tasks are crucial to delivering the best possible product on time. By fully adopting the agile methodology, we were able to adapt quickly to these changes.

Throughout the project, continuous dialogue with users was necessary. Making sure the user stories were detailed and an accurate representation of what they wanted. Clarity was very important, as it directly influenced the prioritization of tasks in the backlog, which then ensured the team was focused on developing the most valued features. The team goal was not just to complete the tasks but to ensure that every one we developed was a step towards meeting the user's expectations. When I was the developer, I needed more specific user stories for the new wellness-focused vacations, so I emailed the Product Owner and tester. Here's the email:

Subject: Request for Updated Requirements and Testing Parameters for New Wellness Features

I'm developing the updated travel features to focus on wellness vacations, and I need some additional information in order to ensure the project continues smoothly.

Product Owner: I need detailed descriptions of the new wellness features. like updated user stories and anything else that you want that aligns with the new focus.

Tester: I need updates on testing requirements for these new features.

Thank you for your help, your prompt response will ensure we can continue our development process efficiently.

Very Respectfully,

Dan Collins

When acting as the Product Tester, I needed clarification on the placement of the Top 10 Trips page, so I emailed the Product Owner. Here’s the email:

Subject: Request for Additional Details on User Stories

I'm developing test cases for the travel software using the user stories you provided, and I need some additional information in order to ensure the test cases are as thorough and detailed as possible.

For user story one, can you clarify if the Top 10 Trips list should be on its own page and what order you want the list in (10 to 1 or 1 to 10)? Also, are the listed trips one type of vacation or does it contain all types?

For user story two, can you provide more details as to what column header you want and if they are all sortable? What are the filter options for price and user ratings?

Last, for user story three, what features should be included on the mobile app? This user story is the one that lacks the most information, so any additional information about the functionality and wireframes would be helpful.

Thank you for your help, your answers will help us create the best possible test cases for the project.

Very Respectfully,

Dan Collins

The Daily Scrum helped our team be successful because it allowed the Scrum Master to share their updates and address any issues that came up. By keeping the whole team informed with the most up-to-date information, we were able to modify our backlog and work on priority tasks first. Since agile emphasizes flexibility, the team was able to quickly pivot to these priority tasks. Another organizational tool that was used was the Agile Team Charter, which lays out the project vision, team, criteria, risks, rules, and communication guidelines. This charter ensures the team stays focused on the stated goals, which helps when new priorities are set.

Overall, the Scrum-agile approach was effective for the SNHU Travel project. It provided the flexibility needed to adapt to changes and ensured that the team remained focused on delivering a high-quality product. The pros of using this approach are that it creates a collaborative environment, encourages adaptability, and ensures efficient quality product delivery. The cons are that the approach requires total commitment from the team and there is a learning curve to using the Scrum-Agile approach.