CS 250 Final Project

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**.

The SNHU Travel project was successful because of the agile framework that was used during its lifespan. The Scrum team consisted of a Product Owner, Scrum Master, Developers, Testers, and the Client themselves.

The Product Owner is responsible for delivering the product to the client. In the early stages of the development of the SNHU Travel project, the product owner effectively communicated with the client and recognized the value of the product. A backlog is also created and managed to facilitate planning and to reach the overall goals of the client.

The role of Scrum Master was extremely important for the success of the SNHU Travel project. Using daily standups, the Scrum Master oversees the Scrum team ensuring that everyone understands goals, project scope, and product domain. They also skillfully remove obstacles and distractions that may impede the team from meeting goals as well as act as the liaison between the Scrum team and people or teams outside the Scrum team.

Developers are the backbone of any scrum team. They assure Product Owner and Scrum Master that the allocated work is being performed as planned, ensure a clear understanding of epics and personas, and provide inputs on the creation of User Stories to the Product Owner. Developers are also required to be flexible. An example of this is when the client for the SNHU Travel project wanted to make some changes to the travel project like adding in more specific, health-based travel locations.

Making sure the product works is the job of the Tester. In the Scrum framework, the tester does not wait until the end of development work for software testing but cooperates with other members of the Development Team during sprints. Testers also create test cases to ensure their tests meet the client goals.

Finally, the client is responsible for making entries or adjustments to the project throughout the project process.

* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**.

The Scrum-agile approach to the SDLC is as follows; scope out and prioritize projects, diagram requirements for the initial sprint, construction/iteration, release the iteration into production, production and ongoing support for the software release, and retirement. All of these steps help user stories come to completion however I think the most important step is diagraming the requirements for sprints. Knowing what the user stories require is half the battle and gathering information from the client will help create the best product. During the SNHU Travel project, several user stories were created, and acceptance criteria were defined. Stories were also assigned a name and a size. Knowledge about the acceptance criteria and the overall size of the story helps in allocating the resources to complete the story before the end of a sprint.

* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.

A large part of the agile SDLC is the having the framework to remain flexible and malleable. When the client goes to the Product Owner and requests a change in direction, the Product Owner should be able to accommodate their request if it is doable. This is also the case when the product is already released and ongoing support is needed. For the SNHU Travel project, the client requested a change in the types of destinations listed due to projected customer interests. The Scrum team was easily able to modify the existing product to accommodate the client’s request.

* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.

Effective communication is important among any team. Most of the communication among team members will happen during daily standups with the Scrum Master. Communication between different teams or departments will likely happen via email or the Scrum Master acting as the liaison. Much of the communication during the SNHU Travel project was done by the daily standups since it is a quick and easy format that requires everyone’s participation.

* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful. Be sure to reference the Scrum events in relation to the effectiveness of the tools.**

There are several organizational tools that are inherently built into the agile framework. There are things like user stories, scrum boards, and sprint backlogs. There are also a plethora of web-based tools as well like Jira that can be used to manage the project and also be used as a bug reporting tool.

* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

The Scrum-agile approach was very effective for the SNHU Travel project. With the project being a website, something that will be forever changing, it is important for the methodology to be flexible. Some of the advantages to the agile methodology are that it is suitable for both large and small projects. The client also does not need to wait until the project is finished to see result. Their requirements can be dynamic. Disadvantages of agile include not having a fixed cost for a project as well as having difficulty measuring the overall difficulty of a project.