7-1 Final Project Submission

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CS-250 Software Development Lifecycle

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The Scrum Master facilitates the Scrum events that help organize, run, and complete the project. Their role is to assist the team in functioning at their best by removing obstacles and ensuring mutual accountability. On the other hand, the Product Owner represents the customer and is responsible for defining the project's appearance and the requested features. For instance, in the SNHU Travel project, the customer asked to include the top 5 vacation destinations on the website. The Product Owner also creates the product backlog and user stories for the development team. The development team determines how to execute the work outlined in the product backlog and user stories. They operate as a small, cross-functional, self-organizing team, maximizing their abilities, productivity, and overall success.

The development team decides how to transform the backlog and user stories into functional product sections. They prioritize the most crucial stories from the backlog and may break down a user story into smaller, more manageable pieces as necessary. The team assigns story points to each user story and determines the achievable workload for the current sprint. Scrum-specific software helps organize the user stories and backlog, bringing transparency to the entire Scrum team. During the daily standup, the development team reviews completed user stories, discusses what's next, and addresses any obstacles to achieving the user story. The objective of each sprint is to convert each user story into a functional component of the final product for customer review. Following the website review featuring the top 5 vacation destinations, the customers preferred a slideshow. After the sprint, the team tackles another set of user stories for completion in the next sprint. This cycle is repeated until all user stories have been addressed.

Scrum, inherently agile, embodies flexibility and the ability to pivot quickly and smoothly. However, excessive interruptions can impede the team's ability to complete a Sprint on time successfully. Agility ensures that the customer receives the desired product and allows for accommodating requested changes, such as the SNHU Travel customer's request for slideshows instead of a list. While interruptions can add pressure on the development team to meet sprint deadlines, they can also stimulate creativity and enable the team to adapt swiftly. As a result of the high customer involvement in the development process, interruptions are a natural part of Scrum. The daily standup promptly identifies interruptions and minimizes their impact on the ongoing sprint. Additionally, Scrum-specific management software facilitates anticipating and managing upcoming changes by fostering transparency in the development process.

Communication in a Scrum team means transparency. The team must encourage transparency among themselves and hold each other accountable. An essential concept of Scrum is face-to-face communication. This is another communication tactic that improves transparency within the entire team. It allows for quick answers instead of waiting for an email response. If the development team members do not feel comfortable speaking up, it is the responsibility of the Scrum master to identify the impediment and coach the team through the issue.

The product backlog serves as the cornerstone of Scrum, outlining the blueprint of the customer’s vision. This essential tool initiates the sprint planning meeting, during which team members assign story points, define the sprint scope, and establish the sprint backlog. Each day, the development team, alongside the Scrum Master and Product Owner if necessary, convene for the daily standup to address three key questions: what was accomplished yesterday, what will be accomplished today, and any impediments. After each sprint, a sprint review takes place, allowing the team to celebrate achievements and showcase the current deliverable to both the customer and the team. Upon the completion of the entire project, a retrospective is held. This provides an opportunity to celebrate the project's culmination, showcase the completed project, and analyze what worked well and what didn't, enabling the team to enhance their performance for future projects.

One potential drawback of Scrum is the possibility of projects extending beyond the initially promised timeline, as Scrum is focused on continuous improvement rather than strict deadlines. However, the Scrum-agile approach is straightforward and user-friendly. For endeavors such as web development and software creation, agile methodology stands out as one of the most effective tools for any organization. It provides the flexibility needed to accommodate changes in feature implementation and removal. Additionally, it allows teams to work on projects in smaller, more manageable segments. As a result, customers can see functional and usable software or websites in minor, frequent updates. This approach keeps the customer and the team motivated to complete the project successfully. The SNHU travel website project found that the Scrum-agile approach worked best, allowing necessary adjustments to be made midway through the project.

**Email**

**To: Product Owner**

**CC: Scrum Master**

**Subject: User Story Clarification**

The development team has thoroughly examined the user stories and identified a few areas that require clarification to ascertain whether the user story meets the completion criteria. Can you respond to the following questions or attend the next standup meeting tomorrow at 9 a.m. in conference room 1 to address these user story queries?

User Story 1:

* There is a need for clarification regarding the number of items on the top list, as one document specifies five while another specifies 10. What is the specific number of items the customer desires on their top list?
* Does the customer prefer the top list to be the initial view on the splash page, or do they prefer a splash page with a link redirecting to a separate list?

User Story 2:

* How many types of destinations exist? Could we obtain a list of these destinations?
* How many excursions are available? Does the customer want the ability to sort by available excursions?

User Story 3:

* How many data points does the customer require for a profile? Given the website's responsiveness to the profile, how much of this data should be part of the responsiveness?
* What specific sortable list headings would the customer prefer? A list of the column names for these headings would be incredibly beneficial.