CS-250-11375-M01

Final Project

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22 June 2024

In our recent sprint, the collaborative efforts of the Scrum-Agile team were important in the success of the Travel Project. As the Scrum Master, I facilitated daily scrums, ensuring timely starts and structured updates that kept the team aligned with our sprint goals. One notable instance was addressing the habitual tardiness of a team member, Eddie, which could be resolved by emphasizing punctuality and setting clear expectations, or in some companies, team members are fined for missing Daily Scrum (Stray, Lindsjørn, & Sjøberg, 2013). The Product Owner (PO) played a crucial role by engaging with users and stakeholders to gather insights, which were translated into detailed user stories with clear acceptance criteria. This ensured that the development was user-centric and met client expectations. For example, when setting a price limit for travel destinations, the PO provided specific requirements and UI/UX guidelines, enabling precise and effective test planning. As the Tester, planning and continuous communication with the PO ensured that all requirements were accurately translated into comprehensive test cases. Potential edge cases were identified that were initially overlooked, such as handling invalid data inputs, and collaboration occurred with the PO to clarify these scenarios. This proactive approach ensured that the final product would be robust and reliable. As a Developer, I maintained regular check-ins with the PO and Tester, ensuring clarity on user stories and promptly addressing any ambiguities. For instance, when developing the price limit feature, I requested detailed acceptance criteria and edge cases, which helped in delivering a feature that met all specified requirements.

Using a Scrum-Agile approach significantly enhanced the software development life cycle (SLDC) for the team. Through iterative sprints, complex features were able to be broken down into manageable tasks, allowing for continuous feedback and adjustments. For example, when implementing the vacation booking system, the PO provided detailed user stories that outlined specific user needs, such as setting price limits for travel destinations. Regular sprint reviews allowed the team to gather user feedback, which were integrated into subsequent iterations. Daily stand-ups facilitated open communication, enabling the team to identify and address impediments quickly. This iterative process ensures that user stories are not only completed on time but also meet the highest quality standards and user expectations, resulting in a functional and user-centric application.

During development, the project focus was changed to focus on detox/wellness travel. The PO informed the team of the new focus, allowing us to quickly re-prioritize tasks. The product backlog was adjusted, deprioritizing other stories so that the team could focus on the new objective. The Developer assessed the current progress to determine which adjustments would need to be made, and the Tester prepared to update test cases accordingly. The Scrum Master ensured the team adhered to the original schedule by facilitating efficient communication. The Scrum-Agile process assisted in all of this, and enabled the team to be flexible. The continuous feedback loop allowed the team to pivot seamlessly and deliver the revised booking tool on time, meeting the new requirements.

Effective communication with the team was pivotal during the Travel Project, particularly when adapting to new client requirements. In one instance, as a Developer, I sent an email to both the Product Owner and Tester requesting detailed user stories, acceptance criteria, and feedback on potential ambiguities. This email ensured clarity on expectations and highlighted the need for collaboration to address any issues early. This allowed the PO to provide comprehensive details, and the Tester to provide input on edge cases for more robust test scenarios. Proactive communication facilitated a shared understanding and timely adjustments, promoting a collaborative environment. Another example was during daily stand-ups, where consistently shared updates on progress and obstacles allowed the team to progress forward. This transparency allowed the Scrum Master to address impediments promptly and encouraged team members to support each other, fostering a sense of collective responsibility. By maintaining open, clear, and regular communication, I was able to keep the team aligned, ensure that everyone’s inputs were valued, and drive the project toward successful completion despite changes and challenges.

The use of organizational tools and Scrum-Agile principles was fundamental to the team’s success in the Travel Project. Tools like JIRA allow a team to manage a product backlog, plan sprints, and track progress. JIRA's features allow a team to create, assign, and monitor tasks in real-time, ensuring everyone is aware of their responsibilities and deadlines. Key Scrum events such as Sprint Planning, Daily Scrums, Sprint Reviews, and Retrospectives were essential in maintaining focus and alignment. During Sprint Planning, the team prioritized tasks and set clear goals, which kept us on track. Daily Scrums ensured continuous communication, allowing us to identify and address impediments swiftly. For instance, when our project shifted to focus on detox/wellness travel, these daily meetings facilitated immediate re-prioritization and task adjustments. Sprint Reviews allowed us to showcase completed work and gather valuable feedback from stakeholders, ensuring we stayed aligned with client expectations. Principles such as transparency, adaptability, and commitment to quality, ensured that the team worked cohesively and effectively towards our project goals despite changes and challenges.

The Scrum-Agile approach had notable pros and cons during the Travel project. On the positive side, it provided flexibility and adaptability, allowing the team to respond quickly to changing requirements, such as shifting our focus to detox/wellness travel. The iterative nature of Scrum ensured continuous feedback and incremental progress, keeping the team aligned with project goals. However, there were some downsides. The need for constant communication and frequent meetings can be time-consuming, sometimes detracting from actual development work. Additionally, the reliance on the Product Owner for clear and detailed user stories occasionally led to bottlenecks when information was incomplete or delayed. Despite these challenges, the Scrum-Agile approach was the best fit for the Travel project. Its emphasis on flexibility and continuous improvement were helpful in navigating the dynamic nature of the project and client requirements. The framework's ability to accommodate changes and maintain a focus on delivering value incrementally ensured that the team could meet tight deadlines and adapt to new priorities effectively. Overall, Scrum-Agile's strengths outweigh its drawbacks, making it a suitable methodology for this project.

**References**

Stray, V. G., Lindsjørn, Y., & Sjøberg, D. I. K. (2013). Obstacles to efficient daily meetings in agile development projects: A case study. In *2013 ACM / IEEE International Symposium on Empirical Software Engineering and Measurement* (pp. 95-102). IEEE. https://doi.org/10.1109/ESEM.2013.30