Final Project

Applying Roles:

The Scrum team is made of multiple members including the Product owner, Scrum master, testers and developers. Each role plays a specific part in the success of the project.

The Product owner is the main point of contact with the customer/client gathering vital information for the project. The Product owner is also in charge of creating and maintaining user stories and the product backlog. The product backlog is used by the rest of the team to see what tasks need to be completed for the current sprint.

The Scrum master ensures the entire team is adhering to Scrum/Agile practices and process. The Scrum master will help with different scrum events such as daily standups, sprint reviews, and sprint retrospectives. All three examples are used to help create an open and collaborative environment while sharing pertinent information among the team. The Scrum master helps keep the team focused on the project, but the ultimate goal is the Scrum master should be able to step back and have the team take responsibility of the scrum events.

Lastly are the testers and developers, it is up to these team members to take the requirements given to create the desired software. Testers will use the information gathered by Product owners to create test cases. The test cases ensure that the developers have a clear pass/fail condition for the software. The developers will create the code using the user stories and test cases to meet the requirements.

Completing User Stories:

User stories are used to help give concise requirements that the clients are looking for with the product. Having an agile approach allows for flexibility in the project making it easier to change things in the future if need be. Since project requirements may change randomly based on the needs of the client, User stories may need to be updated multiple times.

Communication:

During the creation of the software the team will need to communicate with each other frequently. Different tools and events such as daily standups or tasks boards help convey information throughout the team. Other planning techniques such as affinity grouping, and planning poker can be used to encourage discussion within the team to estimate task times.

Organizational Tools:

Agile organizational tools can be used to maintain tasks and distribute information throughout the team easily. Different tools such as JIRA, Azure, ClickUp, and more are made with an agile methodology in mind.

Evaluating Agile Process:

An agile approach to the SNHU Travel project is recommended, since the product can be subject to change frequently depending on user demands/needs. Since the travel market can change due to popularity and seasons, it can be expected that the product will need to be flexible. A waterfall approach requires that each sprint or segment of a project is completed in sequential order. A rigid approach like the waterfall, could slow the progress of the project if/when these changes arise.