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Final Project – Week 7

CS250

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**SCRUM? I thought they said RUM!**

Our Product Owner will be our first line in contributing to the success of the SNHU Travel Project. The Product Owner has provided the results of the research in which dictates what the clients want to see in the travel application. In our experience, the client wished to see previously visited locations, travel packages including mode of transportation and prices and a list of current popular travel locations. This would not be possible without the cooperation of the product owner and the client. The Scrum Master will ensure that everyone on the team meets on a regular basis and provides notes from the last meeting to compare to the current status of everyone in the group. The Scrum Master will listen to any questions or concerns the team members have during development. In addition, any new changes to the application will be heard by the Scrum Master and changes to the development plan will be implemented with everyone position in the team considered. Our software developers will provide code is the maintainable and adjustable if new approaches, software or changes need to be implemented. Our developers will take into consideration time frames, data usage, memory size and client needs. The testers in our group will put themselves in the client’s position and run the application and search for bugs, inaccurate information, broken links or buttons and any other unexpected events. Our testers will then document the abnormalities and make the team aware at the scrum meetings.

The Scrum-agile approach allows us to understand the user stories by listening to their wants and needs for the application up front. This allows to procure a plan of development one step at a time to satisfy those needs. In addition, the step-by-step process allows us to alter any given step depending on the changes in the user stories. In our experience, one user story wanted the top 5 popular destinations, and another wanted a variety of travel modes to choose from. When we researched the top 5 popular destinations we simultaneously searched for the modes of travel to those locations. We can combine and separate attributes of the user stories to save time and avoid unnecessary research. The user stories give us a rare look into what people want to see in the applications they use. This means of communication saves the company time and money by avoiding lengthy surveys or questionnaires. The user stories are an all-access pass of sorts to understanding the demand of our clientele.

In our application, we began developing the story in a vertical infographic accompanied by a title and brief description. Towards the completion of our application, the client expressed that they wanted to change the layout to a slideshow style application. This is where the fluidity of the agile process shines. During our current step in the process, we refitted the application to a slide show view as the client requested. We utilized the title and description from the previous style and applied them to the new style. Because we utilized the agile method, we did not develop the entire application in the beginning. Instead, we worked week by week and checked in our progress. Had we developed the entire application from the beginning, we may have needed to scrap the entire project. Instead, we built brick by brick which makes it easier to change the application should sudden changes occur.

Each Scrum meeting can bring about new ideas and changes. In our examples, we bounced new ideas off each other during each meeting. This helped to develop ideas such as what color to make our backgrounds, the type of texts, how will we find our content and how to move forward with new changes from the client. In our example mentioned above, the team had concerns that we would have to scrap the entire project to change formats, but with the guidance of the Scrum Master and team cooperation, it was understood that the change would be relatively minor and obtainable.

The Agile Manifesto can be invaluable to a team striving to either develop their agile methods for scratch or converting from the waterfall method. The document contains 12 ways to ensure success. One source states, “Early and Continuous Delivery of Valuable Software, Embrace Change, Frequent Delivery, Business and Developers Together, Motivated Individuals, Face-to-Face Conversation, Working Software, Sustainable Development, Technical Excellence, Simplicity, Self-Organizing Teams, Regular Reflection and Adjustment. The jargon may sound daunting but apply this to a kitchen. First you decide on your recipe, but you want to make it with what you have at home because you don’t want to go to the store. You check your kitchen for the ingredients list and substitute certain ingredients for others that you have on hand. If it’s a dark pan you increase the heat of your oven and if it’s a clear pan you decrease the heat in the oven. At every step of the recipe, you change based on the availability. This is how our team will function. At every step we will readdress our progress and discuss any new actions or concerns.

Describe the pros and cons that the Scrum-agile approach presented during the project. The Scrum agile approach posses many positive qualities. It evokes the team in consistent communication. If a team loses the advantage of communication, individual team members may feel more pressure and take longer to produce their code without the team’s guidance or suggestions. New developers can feel ostracized in teams with poor communication. This source discusses key components to managing junior developers by stating, “Make a skills matrix, listing the various skills an individual would need to succeed in your endeavor. Be sure to list soft-skills like communication, the ability to work with others, and whether they encompass the values and traits of your organization. These are just as important as hard, technical skills” (Gefroh, 2018).

Indeed, the Scrum-agile approach was the best approach. Especially, when we address the change in format via the client. Had we developed the plan and began on the application from the beginning, the entire project would’ve most likely been lost. However, by developing piece by piece we were able to react dynamically with the new format. Success cans be seen as walking up stairs. Each individual step progresses you further to your destination.

**References**

Gefroh, J. (2020, February 26). *How to effectively lead an inexperienced team of junior developers*. Medium. https://jgefroh.medium.com/how-to-effectively-lead-an-inexperienced-team-of-junior-developers-1250bb0e354b.

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