For Sprint Planning, the Scrum Master facilitated a simple meeting with all the necessary parties, (Product Owner, Development Team, and the Client, if necessary) where everyone participated with what they believe to be necessary to accomplish in this sprint, as well as how long the sprint will go for.

The Scrum Master also handled Daily Scrums in a similar way, with the Development team and the Product Owner if they were available. The three questions: What you did yesterday? What will you do today? And what impedes you? Were employed across all members of the team in a 15-minute time frame to acquire a sense of how everyone handled themselves and their workload over the course of the sprint.

The Product Owner was responsible for meeting with the SNHU Travel Board in order to discuss the necessary information for the project. The Product Owner also communicated with potential users of the product to compile and manage user stories. After doing this the Product Owner was quick to communicate with the team by communicating elements of the design that had changed and how the team needed to respond to those changes.

The Tester was responsible for taking user stories and developing relevant test cases. They performed this task with assistance from the Product Owner. This task greatly assisted the Developers as it enabled team to know exactly what worked, what didn’t, and what hadn’t been appropriately addressed.

The final role in the Scrum team was the Developers. They were responsible for actually developing the SNHU Travel website iteratively. After each sprint and in every daily meeting, they would communicate will the rest of the Scrum Team what progress was made on their end of the project as well as sharing any issues that they might have had and requesting any assistance they needed from other roles, either by email, or in person conversations.

The completion of each user story began at the Product Owner. They were responsible for compiling them and sorting them into appropriate magnitudes and relevancies. A handful of user stories were then selected by the entire team to be dealt with over the course of a sprint. At the end of the sprint the team came together again to discuss the results of the sprint. For this project, all user stories that were tackled during the sprint were completed during said sprint.

Initially the SNHU Travel website was supposed to be a general destination website. However, as the project went on, the Board decided that the website would be better off focusing on detox and well-being travel destinations. While this particular change affected the course of the project, due to the nature of the agile methodology, it was very easily overcome. The agile methodology embraces and encourages change. Since the team was independent but linked, the change to focus on detox and well-being only affected the development slightly. The testing was being done side by side with the programming, so, to compensate for the change, the programming was changed to suit the new direction of the website, and new test cases were also implemented immediately to test the newly altered website. In a waterfall model however, this change would have been a lot more difficult to implement. The project would likely have moved on to a different position of development and having to backtrack on that would have taken a lot more time and resources than it did with the agile method.

“To: Christy

Subject: User Story Relevancy

Dear Christy,

I recently began working on creating test cases for the user stories to determine what would constitute an effective implementation and what would need to be improved upon otherwise. I realized however that there doesn’t seem to be any indication of what elements of the SNHU Travel website take precedence over others. If you could clarify somehow what parts of the website were more important than others, it would be a great help.

Sincerely,

Aaron.”

This is a sample of an email sent from a Tester to the Product Owner. Both names have been redacted for privacy purposes. This email conveys the team’s improvements with sending clear and concise communications to other members to obtain specific information. In this particular example, the tester would like the Product Owner to clarify what parts of the website to highlight in the testing process so as to narrow down the scope of testing.

The biggest aids to the team during the development process were the task board, and the daily standups. The daily standups helped the team to develop a sense of camaraderie and bolster teamwork. At the same time, the task board served to effectively communicate what each member of the team was working on at any given time, as well as providing updates to certain parts of the project.

Overall, I would say that the Scrum-agile approach helped the team a lot more than it harmed it. The biggest drawback to the Scrum-agile approach was adapting to the change. Most of the team members were more accustomed to the more rigid elements of the waterfall method. It took some time for everyone to find their footing and get in the groove of things. On the other end however, the Scrum-agile method greatly improved collaboration and helped form stronger bonds between everyone who worked on the project. There were no points where people were unaware of what other people were working on. Everyone was in the know, everyone was on the same page, and anything that was unclear was cleared up in communications via email, daily standups, or the sprint retrospective. For the SNHU Travel project, I struggle to see what benefit using another development approach would have offered over the Scrum-agile approach.