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CS 250

Final Project

A Scrum-Agile Team is meant to be cross-functional meaning the team is composed of members with a diverse skill set and expertise in a wide range of disciplines in order to collaborate and achieve the team goals. The Agile team was composed of a Scrum Master, Product Owner, Testers, and Developers. For the success of this project, the Product Owner managed the product backlog, communicated with stakeholders to receive feedback, and worked with the development team to write and revise user stories. The Scrum Master ensured that the team followed agile best practices, facilitated daily scrum meetings, and looked for potential hinderances that could be eliminated. The development team composed of the testers and developers worked on turning the user stories into working product features. Together each role contributed to the success of the sprint goals.

The Scrum-Agile approach to SDLC helped user stories come to completion by structuring user stories in a way that clearly indicated the size of the user story, the priority of completion, acceptance criteria that determines the completion of the user story, and easy to understand description of what value to the user is to be achieved. With this structure, the user stories are measurable, testable, and value-driven. This enables the developers a guide to ensure that the deliverables for the user stories are in line with what user’s needs. The testers are also able to create test cases using the detailed user stories.

One of the biggest advantages of Scrum-Agile over traditional SDLC methodologies such as Waterfall is the adaptive and flexible nature of the Agile methodology. With Agile, the planning of a sprint is purposely less developed or less rigid than the planning performed under Waterfall to allow for changes to be made as the sprint progress. As the sprint progresses, new information from stakeholder feedback or unexpected events can more easily fit into the sprint plans in this way. Another way Agile allows for the completion of the project through interruption or the need to change directions is the way that the priority of user stories can be reevaluated to accommodate the new information gained. In the SNHU Travel Agency example, the team was tasked to adjust the work that was already done for a particular user story after receiving new information from the Product Owner. To stay schedule with their deadline, the team pushed back user stories that were not of top priority in order to implement the changes and remain on schedule with their sprint dead line.

Communication between team member is imperative for fostering an effective and efficient team dynamic. Clear and concise communication is important to prevent misunderstanding and potential delays. An example from the SNHU Travel Agency project comes from a tester requesting the Product Owner for more information about a particular user story to help the tester develop the user story test cases. The tester requested this information by emailing the product owner on the specifics of what information they need in clear, brief, and concise language. It was important to for communication be clear, brief, and concise in the context of this example because the communication was through email. If the tester has miscommunicated their request, they would have received the wrong information or prolonged the exchanging of email to clear up the misunderstanding which can potentially cause delays.

Organizational tools such as information radiators can be used to communicate key information to all team members. These information radiators such as Scrum or Kanban boards play a role in facilitating the daily scrum discussion. Scrum or Kanban boards help to track and organize the tasks that need to be worked on as the sprint progresses as well as track which members are responsible for working on a particular task. Software tools that help the team stay organized are solutions such as Jira which also provide Scrum and Kanban board implementations among many other benefits. Another benefit of Jira is that it allows the team to view the product and sprint backlogs in real time to stay up to date with changes that have been made.

The Scrum-Agile approach provides many advantages as well as disadvantage for project execution. An advantage of agile comes from the adaptive nature of agile. With agile, a team is able to change directions much easier when given new information. Another advantage is that an agile approach pushes team collaboration from all team members to achieve the project goals. Working in incremental steps allows the team to revaluate strategies that worked and did not work to adjust their strategies for future sprints. Disadvantage of agile are that it requires team members that are not familiar with agile to adjust to agile principles. Another disadvantage is that agile at its basic form does not scale with larger projects with multiple teams well. For larger projects with multiple teams, frameworks such as SAFe, LeSS, or Scrum@Scale will be needed these types of cases.

The Scrum-Agile approach to the SNHU Travel project was an appropriate option for their project development. Agile allowed the team to respond to changing trends in customer travel preferences to implement changes to a user story they were working on without causing delays. The SNHU Travel team was also a small size which is ideal for the agile methodology.