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CS-250

Module 7 Final Project

Throughout this project the various team members contributed in their own ways and according to their own roles. As the Scrum Master, I arranged and held Scrum Events between our team members. Sprint planning, backlog grooming and daily standups all helped facilitate the team in an agile environment to collaborate and work effectively together. I drafted a team charter to give everyone a broad overview of what we were working on and working towards. It also allowed me to outline the structure of our daily stand ups. Knowing what we accomplished yesterday, what we aim to accomplish today and voicing any concerns over roadblocks that would prevent us from completing our part is a vital communications piece for the team.

Our Product Owner was our go-between within our own team and our link to the outside parties. Their clear communication with user stories was a driving point to allow our developers and testers to work efficiently. They brought us changes from the client, like when we switched focus to health and wellness travel, and made sure we could still meet the new criteria within our given timeline.

Our tester defined test cases based off the user stories created by our Product Owner. They determine the pass and failure metrics for the product we’re developing. They also make sure the product meets the needs defined by those test cases. Our tester reached out to the Product Owner for additional information when writing up their test cases.

Finally, our developer did the actual creating of our product. They took in the use cases from the Product Owner to make sure the product would function the way it’s supposed to. They reached out to the Product Owner to get further clarification and also reached out to the Testers to get detailed steps of any issues in order to fix the root cause. They also came up to bat when requirements were changed in the 11th hour and were able to successfully make the required changes without any fuss for the wasted time and effort they had already put in.

The Scrum-agile approach helped each of the user stories come to completion by supporting collaboration and communication between team members. The tester was able to reach out to the product owner for more directive on test cases based off user stories.

The Scrum-agile approach supported project completion when the project was interrupted and changed direction by allowing the changes to be communicated immediately by the Product Owner. The Product Owner was able to lower the priority of other items to fit this change in, and the Developer was able to make the necessary changes to their work to fit. The direct and immediate communication played a huge factor in getting the project re-directed here. A sample of the communication between the team follows.

Hello Product Owner and Tester,

I am writing you to clarify a few things I will need for the upcoming project.

Product Owner, please provide the following:

* Detailed user stories that cover the expected scenarios for the project
* Needs for any pre-release demonstrations
* Deadlines and any other important dates
* Any GUI or output standards that need to be followed

Tester, please provide the following:

* Details of your testing environment
* Exact steps to reproduce any issues found
* Confirmation of which branch is being tested

I look forward to working with each of you on the coming project.

Regards,

Developer

This example is from the developer to the Product Owner and the Tester. They outlines their needs very effectively and clearly to each party to make it clear what they were seeking and from whom. The questions, being so directed, inspire better collaboration between peers.

The team was able to use face-to-face meetings to hash out their questions and concerns with the project. Communication is an agile principle that cannot be over stated. The daily stand up encourages interaction between peers and brings any issues to light practically as quickly as one could develop. The Scrum-Agile approach was certainly the best approach for the SNHU Travel development project. Changes cannot be made in the middle of a waterfall project, and the change in scope would have never made it to the developers as customer communication happens at the beginning. A con could be seen that the Project Owner will have to push something else back to make room for the changes, but if the customer thinks a change is important enough to do so then it’s best that change makes it in.