CS-250 Software Development Life Cycle

7-1 Final Project

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**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the** **SNHU Travel project.**

The Scrum team roles consisted of a Product Owner, Scrum Master, Developers, and Testers. All roles were major in the success of the SNHU Travel project. The Product owner first met with the stakeholders to go over what they wanted the website to consist of. She was very precise in her questions, making sure to get all the information needed for the team. She also maintained communication with the stakeholders to gain feedback or ask further questions. Next, we have the Scrum Master. The Scrum master's primary goal is to keep the team on the same track. They are responsible for setting up all scrum events and being a bridge between management and development team, teaching and mentoring, and overall being a motivating the team on self-management

To me, developers may be the most interesting job choice as they are responsible for researching, designing, and managing software. They work closely with testers to ensure that the product is up to code. Testers take the user stories, run tests, and give each case a pass/fail. They are great communicators as they must meet with the product owner and scrum master to learn more about the SNHU Travel Site. Doing so allows them to know exactly how the product should turn out. Both developers and testers are vital to team success, and both must have amazing communication throughout the project. Following up and having excellent communication is vital especially in this case because the project was changed to focus more on detox and wellness travel destinations. If there was no communication between all participants, then the deadline would have been missed. But due to great teamwork all members were able to readjust and give the clients exactly what they wanted.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.**

The user stories were used to let the team know what to accomplish and what the end goal should be. The user stories are broken down into simple descriptions making it easier to understand. It gives the team test options that can be used to come to results. We prioritized the user stories from level of importance to least importance so that we know what to focus on more. The agile approach helped when it came to the changing of the product.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.**

The project changed course after the stakeholders decided to focus the website on more detox/wellness destinations. The product owner quickly gathered the new user stories and met with the team to update us all about the changes. Being agile allowed the team to work together, make changes, and run tests to complete the product before the deadline.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication.**

As I stated before communication is everything, especially in an agile workplace. Using our communication skills, we could openly ask questions and contact the product owner for more information. My first form of communication is face-to-face communication. First, I would ask my questions face to face then follow up with an email so that I can get everything in writing. I sent various emails requesting information from the product owner as well as emails to the clients/stakeholders. Here are some I sent. The first as a Tester and the second as a Developer.

Email Sample

To: Client

Subject: User Story Ideas

Hello!

While developing the test cases from the user stories you provided, I have a couple of questions that relate to each user story.

User Story ID 1: Personalized Settings

1. Should we have a top 10 instead of 5 to allow users to have more options?

2. Should price range be from $500- unlimited or is $500 too little of an amount?

User Story ID 2: Travel Preferences

1. When putting in a price range for preferences should user put in a max amount and website will show them all vacations lower than that amount?

2. Should there be more user interest questions such as, adventure, relaxation, climate?

User Story ID 3: Deals

1. Should we add a popup when the website is first launched that displays “HOT DEALS”?

2. Should we base the deal order by user history?

Please get back to me at your earliest convenience. And again, thank you for your support.

Thank you

Jeston England

Tester

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To: Product Owner

CC: Tester

Subject: Updated User Stories

Dear Product Owner,

Good morning, I hoped you could give more information about the changes to the SNHU Travel Website. I do understand that the new focus will be on detox/wellness vacations. With this being the new focus, are we no longer dealing with other types of vacations? I was also looking forward to viewing the new user stories and updated backlog in response to the clients' new requirements. Also, is the deadline for our client remaining the same? Or will we have extra time to complete this product due to the changes? I am eager to update my work with the clients' new requirements so if you can please get back to me as well as the testers as soon as possible, we will have everything we need to stay on track.

Thank you,

Jeston England

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.**

Azure Boards was a great tool to use for our team. It allowed us to track each other's work and maintain interaction with each other even though we may not have been in the same room. Azure Boards really help increase team efficiency by helping us connect with each other's work. It was nice to track each other’s work progress by just looking them up instead of constantly having to ask.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

Agile Methodology is all about being flexible. The Scrum-agile approach allowed us to work to our strengths by putting us where we could be most useful. Each member received a role and followed the role the best way they could. We provided each member with rapid feedback and adjusted to any issues presented to us. The Scrum-agile approach was the best approach due to the changes we encountered. We were able to quickly get the information we needed to overcome the issues that came about. Some pros of Scrum-agile approach would be

1. Adaptable
2. Encourages creativity
3. Better quality work
4. Flexibility

Some cons would be

1. Use of small teams (could be helpful but also harmful)
2. Extensive training
3. Must be experienced