7-2 Final Project

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CS 250 Software Development Lifecyle

During this project I was present with multiple roles that I had to take on. I started by taking on the Role as a Scrum Master. As a Scrum Master, my role is to be a facilitator and leader for the development team. I work closely with the team to ensure that the Scrum framework is followed correctly. This included facilitating daily stand-up meetings, sprint planning, reviews, and retrospectives. I encouraged collaboration and communication within the team, helping to ensure that each team member understands their role and responsibilities. I also worked to manage the product backlog, ensuring that it is visible and prioritized appropriately, and I worked closely with the Product Owner to make sure that the team is delivering.

Being the Product Owner for the SNHU Travel project, I played a critical role in ensuring that the team followed the Scrum framework and had the resources they needed to succeed. One of my key responsibilities was prioritizing the product backlog and creating User Stories that accurately reflected the needs of the project stakeholders. I reached out to five different users to get their input on what they needed from the SNHU Travel Booking software. Using the "As a <type of user>, I want to <perform some task> so that I can <achieve some goal>" format, I captured their requests in a clear and concise way. By prioritizing these requests based on their importance, I was able to ensure that the development team was working on the critical items first. By taking on the role of Product Owner, I was able to ensure that the team was aligned with the expectations of the project. This allowed us to build a product that met the needs of the end-users and provided value to the client. Throughout the development process, I continued to work closely with the Scrum Master to ensure that the team had the proper resources and support to be successful.

The next role I took on for the project was the Tester. As a Tester, I worked collaboratively with the Product Owner and development team to verify that the software met the user requirements, was reliable and functional. My responsibilities included designing test cases, executing tests, detecting defects and issues, and reporting my findings to the development team. I was responsible for verifying that the software performed as intended and met the quality standards. My feedback was critical in ensuring that any issues were resolved promptly to maintain the software's reliability and functionality.

In the final role of the project, I served as a developer and collaborated with product owners and testers to understand the user requirements. As a developer, my main task was to create high-quality, maintainable, and scalable code that met the acceptance criteria and enabled software delivery in small increments. This approach allowed me to receive feedback from other team members and respond to changing user requirements quickly.

As we were nearing the completion of the project, the project direction suddenly changed, causing significant interruption. Fortunately, the Agile approach we were following enabled us to respond to the change effectively. The Agile approach provides the flexibility and adaptability needed to handle sudden interruptions and changes the project's direction. In my experience, I was able to quickly to update the user stories and test cases to reflect the revised project requirements.

Below is an example of the communication I provided as the Tester to the Product Owner. This example shows effective communication among the team members.

Dear [Recipient],

I am reaching out for clarification of the requirements. As we continue to develop our test cases, I want to make sure that we have a clear understanding of the requirements and any missing information that may impact on our ability to deliver a product that meets your requirements. I would greatly appreciate it if you could provide this information as soon as you can.

Thank you for your time and I look forward to hearing back from you.

Best regards, [Your Name]

To support the team's success, we employed several tools including Daily stand-ups, sprint reviews, user stories, case studies, and shared task boards. Additionally, I mentioned the use of a project management software like JIRA, which allowed us to manage tasks, track progress, and prioritize work effectively. These tools allowed the team to be flexible and adaptable to sudden changes while ensuring steady progress towards project goals.

A key advantage of the Scrum-agile approach is its flexibility and adaptability. The approach enabled the team to swiftly pivot and adapt to changes in requirements, which is important in an ever-changing business environment. The iterative nature of the approach also allowed for incremental progress towards the final product, which helped to ensure that the project stayed on track and met expectations. Another pro of the Scrum-agile approach is its emphasis on regular communication and collaboration. This helped to ensure that everyone on the team was working towards the same goals and that any issues or concerns were addressed promptly.

The SNHU Travel Project benefitted from the use of the Agile approach, which proved to be both effective and appropriate. The Agile methodology enabled the team to remain flexible and adaptable in the face of sudden changes in project direction. By breaking the project down into smaller, more manageable increments, the Agile approach facilitated a high degree of feedback and iteration, resulting in a product that met expectations. Overall, the use of Agile was instrumental in the success of the project.