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14 April 2025

CS 250

Module 7 Final Project

Taking the role of a scrum master has many tasks to address in order to help the team of developers, testers, and the product owner. Working as the Scrum Master I will create a sprint review and retrospective. For the SNHU Travel Project we worked with the product owner Christy. The product owner helped the agile process by being communication between the customers and developers. With the communication the product owner helped to determine what was most important to the customers. Knowing what should be of most importance to the sprint team’s tasks helped to see what should be worked on first and the size of the task. In module 6 discussion I took the role of product owner and created the post to agree on two agile practices showing the importance of communication and how I can interact with the scrum team.

In the SNHU Travel Project the scrum master helped to organize the team and information. The scrum master worked as the main point of contact between the product owner and the development team. The scrum master helped in the agile approach by holding a sprint planning session to review the user stories provided by the project owner. Once the stories were reviewed and first sprint planned the scrum master could hold short daily meetings with the development team to go over what has been done, what still must be done, and review possible concerns so that every team member could have a voice creating open communication. At one point I worked as the scrum master communicating with the product owner asking for more details on the user stories. The communication helped to clarify what exactly the team should be working on and if what has already been accomplished is on point or must be altered. The developers helped in the agile practice by creating the code and being accountable for their actions. The tester helped in the agile practice by testing the code early and often spotting possible errors before they would become a large issue. The testing helped to create a smooth sprint helping the agile practice.

The scrum agile approach to the software development life cycle (SDLC) was seen throughout all parts of the project. The first phase, concept was used to determine the user stories. Once the user stories were created the product owner was contacted for more detailed information showing another phase as inception. With more information from inception the user stories were more defined and completed. At one point in the project I did email the product owner for more details and those details helped to define the stories including process and size.

Moving the company software from a waterfall to an agile approach helped to not delay the project when changes were made. With the project being agile it made the work flexible. Had the project continued in an waterfall approach when changes were made the project would possibly have to start new creating delays. At one point in the project the product owner did advise the team that the company would like to change the destinations to detox/wellness retreats. With our agile approach we were easily able to go back and alter the destinations to detox/wellness vacation spots.

In module five assignment I communicated with the product owner and tester. The email I sent to them was shown as the following:

*Sample Email*

*Subject line: SNHU Travel request details*

*Hello Christy & Brian,*

*I hope you both are doing well. The project is coming along smoothly overall but the wellness change has altered the idea of the goal causing some confusion as to what is the level of priority for the other stories. To clear the confusion I have some questions for both of you.*

*Christy, could you reach out to me as soon as possible with more details of what type of wellness the client desires? Also should the layout remain the same? For example should it be Top 5 wellness retreats for each customer according to their profile searches and travel history?*

*Brian, would you please produce updated test cases to meet the new desires of wellness retreats?*

*All of your help is very much appreciated. Please get in touch with me as soon as possible so we can make the project exactly as the customer desires.*

This communication showed how I, as the scrum master, communicated with our tester and product owner for more detailed information. With their responses the sprint would continue in a smooth manner with more details and updated test cases. The email showed how we can collaborate with the tester for updated cases. The email also showed communication amongst all of the team including me as the scrum master communicating the answers and goals to the developers showing all the key points of a team being product owner, tester, scrum master, and developer in the communication.

The team can use tools and principles to make a smooth sprint. For the SNHU Travel project tools like JIRA. Discussed in module 6 journal JIRA is a robust project management tool it can be very flexible as it can work on scrum, kanban , or another agile practices (Brenton, 2021). With this tool users can create and organize tasks, assign those tasks to team members, set deadlines, and track team progress. JIRA helps with backlog management creating and prioritizing tasks so that everyone can see. Prioritizing tasks would be beneficial to all of the development team including the scrum master, developers, and testers. The tracking of progress and backlog management would also be beneficial to the product owner. With this tool and daily meetings the team showed transparency and ownership.

The SNHU travel project used an agile approach were a waterfall approach was used previously. I believe the number one pro of the agile approach was flexibility. The flexibility was especially helpful when the product owner advised that the destinations needed to be changed to wellness retreats. Cons of an agile approach may include scope creep and changing timelines. The scope creep can occur if requirements are not defined or if a team is not disciplined in managing changes. There was some resistance from a developer in the SNHU Travel project when the product owner advised of the change possibly causing scope creep.

References

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