The Scrum-agile team contributed success was due to a variety of contributory teamwork that allowed the successful execution of our SDLC. Myself, the Scrum Master, had to take on a major role ensuring my team performed at their greatest capability. I do this by laying out clear guidelines for my scrum team to follow to ensure a successful completion of their duties. I started with the Sprint Planning, which myself and the product owner meet with the scrum team to outline what is a priority and what is not. By scheduling and planning this event, I have given my team the opportunity to collaborate in a team building environment prior to the start of their sprints. It was my job to schedule the daily scrum meetings for the scrum team. These meetings will be short, 15 minutes, and will require everyone to stay on task in order to not go over the allotted time limit. They will discuss what their accomplishments from the prior day. I achieved by role of helping my team be successful when I created the Agile Team Charter, listing our mission statement, assigning roles, outlining the success criteria for the start date & end date, outlining the risks, and listing the behavior principals to follow.

The Product Owner played a critical role in describing what the product the scrum team will be developing is. They met with the stakeholders and gathered important feedback on what they were looking for in terms of features, functionality and/or design. They used this information to compile it into user stories, which they shared with the development team. The product owner also addressed the product backlog. They needed to make sure the development team were efficiently working on what is important. Making sure the scrum team understands what it is they must do next from the product backlog helps ensure the development process is stays on track and continues to meet the deadlines.

Testers were part of the development team that took the test cases that were derived from the user stories generated by the Product Owner and created a pass/fail criterion. This would in turn help development team understand what the features of the program they would be developing and how to ensure the results were what the stakeholders and clients were wanting. The testers created an excel sheet from the test cases and listed the test steps and expect results from each step. Making a clear guideline of what is expected functionality for the development team.

Developers were the important role of developing the actual product. With the guidelines and road map presented to them by the product owner, scrum master and testers, they went to developing the features that were indicated on the test cases. A feature allowing a next or previous button that would take you forward or backward in the top 5 slide choices for traveling destinations. This was a feature they had to develop based around the test cases given to them by the Testers. Great communication between the testers and product owner helped the development team continue to be efficient with their time and successful in completing their development pass criteria.

Unlike waterfall, which does not allow a lot of revisions from change, Agile can. With the user stories being repositioned around how the format was laid out, from a single page website to a slideshow, allowed this feature to be reiterated. Agile allows you to be more flexible with your development, allowing revisions, focusing on user stories and a more efficient development cost. It allows you to not have to start from scratch every time you need to make a change. Thus, making it more optimized for an everchanging development or OOP. With any sort of inconsistencies in development arise Agile can adapt. Waterfall has been a nuisance in our development process because it has made an atmosphere where we are unable to finish projects due to unforeseen issues arising. Agile has been a blessing in fixing this issue.

Some samples of the team’s communication has been the following emails.

Here is an example email from the Tester having questions on the test cases.

Hello Donald,

I have received the user stories and have built test cases for the variety of features the users are requesting to make the product better. I have determined some ways to identify when the test cases pass or fail but am needing more information on some of the user features being requested.

User Story 1:

* Does the customized list only generate 5 destinations at a time, or can there be options to expand this to a “Top 10, 20, etc.”.
* Since destinations are being generated from previous user trips/searches, do you want to have the ability to sort these top 5+ destinations by user rating, price, or length of trip?

User Story 2 & 3:

* Do you want the price range set by the user to be a custom slider that the user will move to their desired price or a input box for them to type it manually?
* What criteria should we use that defines the “hot deal”, would this be most frequently purchased recently, user rating, or predefined by company.

Sincerely,

Kyle Gaskill

Here is an example of the development team requesting feedback on a particular case study that left them unsure of pass/fail criteria.

Hello Dave and Susan,

I was going over the user stories and found some inconsistencies. The user stories appear to depict the same program operating in multiple different ways. I am having issues understanding how I should go about starting this project. Can you please clarify if these functions that I need to create from the user stories tie in together or if they are two separate parts. Once I receive this information on the intended functionality of these user stories, I will be able to start developing right away.

Sincerely,

Kyle Gaskill

Some functional organization tools that found success in our projects was Jiri. It was a great tool that improved coordination with my Agile Scrum team in one easy to use environment. It has the ability for our team to write user stories that can easily be shared across the organization. Other built in features allow you to send deadlines for certain projects so the team can be all on the same page. This same function allows you to prioritize work, so the team knows which tasks are weighted heavier than others. With the Agile principals I felt empowered us more as a team was the embracing change. With stakeholders and high priority users giving us suggestive feedback on the development sometimes in advertently caused us to have to change our approach. Not being stuck in our old ways helped us continue through the development process and allow us to finish our product for our clients. Embracing an ever-changing environment allows us to stay ahead of the game in this everchanging world. It drove our success we our team quickly and efficiently processed the website scroll change to a slideshow view. Waterfall would have held us back and caused a massive delay in development. Therefore, the Sprint Review that I am holding now to be a critical part in our process. It allows us to look at our successes and make changes to our development process on the fly to support any efficient changes.

The definite pros of Scrum-Agile is scrum allows us to develop products at a faster rate with the use of sprints and the accountability structure a scrum team has. The ability to collaborate in a scrum-agile approach is much higher and more effective than our previous approaches. This can have an overall impact on the potential savings from development costs. The ability to accept change is a major benefit. Agile teams can work out issues in sprint reviews and address problems on the fly when it comes to iterating changes. Product Owners managing the product backlog can prioritize work and address these changes with the scrum team and testers. Some cons are larger projects may suffer from a scrum-agile team approach. With larger projects, you would have larger teams and communication can break down with the Scrum Team approach. With the size of the project by SNHU Travel, I feel Scrum-agile was the best approach. Having the ability to make changes mid-way through development and not slow down the deadlines was a major bonus. This led to us delivering the product to our clients on time and satisfying their needs.