**7-1 Final Project**

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CS 250

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April 20, 2025

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**Roles**

After the success in this latest project for Chada Tech, I would like to go over the roles that helped achieve this success. An agile team is made up of a product owner, a scrum master, developers, and testers. To aid in the success of the project, a product owner needs to know the requirements and specifications that are needed for the project. This includes meeting with stakeholders and clients to learn if there are any changes during development to report back to the development team to adjust as necessary. The product owner is the in-between individual between clients’, stakeholders, and the development team. If the product owner is not sure of the requirements or specifications of the product this can cause issues in the development. The product owner must maintain contact with the team as well and keep them up to date on changes within a timely manner.

A Scrum master is an individual that helps guide the team on the product development and successful build. The goal of the scrum master is to make sure that the agile practices that are being used are understood by the team. Scrum masters are also in charge of facilitating the scrum events such as the daily stand-ups or sprint reviews. In doing so the Scrum master is able to build a team that is independent and can use the agile system without being monitored or guided. The Scrum master is also there for guidance if there are questions that the team will need answered and will also aid in the resolution of conflicts. They are also there to help remove obstacles that would impede the team from progressing on any project.

Developers and testers are intertwined within the agile methodology as feedback is helpful in the development. Once the development team starts to build on the project it will need certain aspects tested and feedback given on them. Testers are there to test out the requirements and let developers know where the issues are in the programs and help to facilitate a constant loop of development and feedback, so the project has minimal issues at the time of release. To accomplish this the testers and developers will have to be skilled within the same programming language so there is no gap in understanding.

Our team was able to build this project without delay due to the constant interactions between team members. If there were issues that came up, it was taken upon the Scrum master to aid in resolving this issue. Any requirements that came up with questions were quickly handled by the product owner in making sure the guidelines for the project were clearer and any questions were answered quickly. The developers and testers were able to keep organized, disciplined, and interact in an open and proactive manner to collaborate with the rest of the team.

**User Stories**

When completing user stories, agile methodology was used by having the product owner be in constant contact with the customers. This allowed for any questions that came up during development to be answered in a relatively short period of time. A user story when it begins is not complete, it’s an idea that needs further information the further the team moves into the development of the product. Having a requirement that a list needs to have a certain criterion would be an example that needs fleshed out. What is the customer envisioning? What counts as a requirement that is clarified? What specifically is the customer looking for? The product owner is in constant contact to answer these questions that will come up during the development and is able to get the information back to the team to keep on schedule and support the development team in making the project a success.

**Handling Interruptions**

With the agile methodology, change is supported due to the feedback loop that is used throughout the development process. The goal of agile is to keep the project team flexible for change in requirements or change in overall plan. Ideally, we want most requirements before starting the project so there is little that needs adjusted within the process. However, this is not always the case, and the agile methodology allows for some loose ends to be tied up during the development phase. The flexibility that agile provides the team the means to adjust as needed, such as having more requirements added to the initial project that were not clear. An example is a change of user story or the requirements having more detail added changing the overall view of the user story.

**Communication**

Communication was a necessary asset in the project as with the user stories, there needed to be clarification. These questions and any issues were aired out during the daily stand-up meetings and the Scrum master or product owner would work to gain answers to the questions. Doing so allows for that information to be gathered and relayed at a quick pace to the team. An example of this was during the SNHU travel project there came a need for clearer specifications for the destination list that was being customized. It began with just needing a list of the top five destinations. The adjustment was if the list was going to be based off previous travel destinations or an overall rating. We were able to determine that the list wanted to take information from the profiles of the users to build a list custom tailored to their interests.

**Organizational Tools**

Organizational tools are a key factor in the success of the agile process as they give the means for helping to organize and track progress of the projects. One such tool that was used is Jira. Jira uses a roadmap feature that “allows a team to sketch out the big picture, communicate plans with stakeholders, and ensure your team always stays on the same page (Henderson, 2025).” The ability to customize the workflow helped with the development of the project by giving the team valuable feedback in a timely manner aiding in keeping track of progress.

**Evaluating Agile Process**

In developing the SNHU Travel project, the scrum-agile approach was beneficial in the ability to make changes when needed to adjust for clearer specifications. This methodology was easy for the team to learn and incorporate into the development of the project. Though, the change of the list to a slide show caused a slight delay in the aspect of the code that had to be changed, along with the requirements for the destinations. If this had not been cleared up in the middle of the project this could have caused a delay in the release of the feature for the SNHU Travel project. The constant feedback was an efficient way to catch errors that arose during the development and we were able to adjust as needed throughout the project.

References

Henderson, L. (2025, March 20). *2025’s Best Agile Project Management Tools [Free & paid]*. Nifty Blog | Delivering our thoughts and findings on the future of project management! <https://niftypm.com/blog/best-agile-project-management-tools/#toc_4_Jira>