

Chapter 7: Final Project

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After looking at the various stages of the SNHU Travel Project it's easy to see how well each of the different roles made vast contributions in the completion. First, let's look at the Product Owner role and what they did to allow the project to go smoothly. The Product Owner was the first member of the team to come in contact with the client to establish the functions and scope of the project. This is an extremely important step when designing a program so that you don't have to change the scope at a later time. Throughout the entire process for the design of the project the Owner also was keeping in close contact with the client to ensure that each step that was being completed is what the client was looking for. Halfway through the consumers wanted a few changes to the website and the Owner was the one who helped the Developers figure out what should be changed and what they should keep as far as the profile and top 10 vacations list goes. Next, the Developers for the project had several ways that they contributed to the project. The Developers for the project were the ones who made the changes that were asked for from the Owner and they were the ones who fixed the errors found by the testing team. The Developers also had to adapt to changes on the fly like when they had to change the way the restaurant and profile page filters worked. Thirdly, are the Testers. The Testers for the project were the ones who had to frequently test each section of the project to make sure that the final product was up to par. As a tester they had to input certain parameters and find out if the code runs as it should or if errors occur. The final role that had an impact on the project was the Scrum Master. The Scrum Master is the one that allowed the team to stay on track with meetings and sprints. The Scrum Master is the one who is in charge of keeping the notes together for the team by writing down everything from the Scrum Meetings and Sprints to the meetings with the clients in order to keep everyone organized and on the same page for the project.

A Scrum-Agile approach allowed the user stories to come to completion because after the Product Owner and Scrum Master had met with the potential users they took note of each user story and they put them into an ordered form to allow the development team to know the importance of each of the stories and how they can be implemented into the project. Looking at the SDLC sheet that we had to make using the “powerpoint” presentation we had to create user stories based off of what the users were asking for and we had to give the implementation steps as well as the priority ranking for the task. Not only was the Scrum-Agile approach great for keeping track of and implementing user stories. It also allowed the development team to use these ratings to continue the development process in the most efficient order.

The Scrum-Agile approach supported the completion of the project after the scope of the project was changed by client because although the development team had to change the way the profile and vacations page worked. Instead of the vacations page just showing the top 5 or 10 results the development team had to change it to show vacations based on what vacations the user chose to go on in the past. The team also had to change the way the profile page worked by allowing the user to manually change what vacations that they can see. The user is also able to change the filters that their page uses as well by changing the cost of the vacations they can view as well. Even though the scope of certain sizes of the project had changed the team was still able to react to the changes that were given to them by the potential users of the site while still staying on top of the deadlines given to them.

Overtime, I have developed several good strategies in order to communicate with teammates. One of the strategies I use when communicating with team members is that I write down everything that I do. Whether I decide to make a feature at work or help a customer I write down the date and the time that I decide to the task. This allows me to not have to remember as

much when I'm in the weekly meetings about what tasks have been done, all I have to do is just look at the notes that I have written down. Another way I communicate well with "teammates" is when I meet up with other students to study for tests. I will have the questions that I want to go over written down and I will ask questions and try to get help in order to understand the way that the questions work. A third strategy that I use in order to communicate with team members is to make sure that I listen really well. Listening really well allows me to understand what problems someone has with the project they are working on. Listening also allows me to understand what tasks are being expected for me to complete before the next meeting.

The team I work with doesn't use many of the agile principles but the one that we use that works really well is the use of Sprints. This is because most of the time I am working with a team in short bursts. The team I work with also has weekly meetings in order for us to understand what tasks have been completed and what has to still be completed. These meetings really allow me to find out what work must still be completed for the week and what has been completed already.

The agile approach has been extremely effective for the SNHU Travel project. A few pros that the agile approach presented was the allowance for the project to be finished after a the scope had been slightly changed. Using this approach the team was still able to make adjustments to the project in order to still finish in time. Another pro with the agile approach is that the team was consistently having meetings. The meetings are a huge factor in communication that allow the team to consistently keep moving forward and not worry about work that hasn't been talked about in a long time. A con for the project is that if the team managers aren't too careful the client can change the project too much and that can cause the team to never keep up with the constant demands so they will never be able to finish with any

type of deadline given to them. After looking at what happened with the SNHU Travel Project an agile approach was the most effective because it allowed the team to adapt to the new changes that were constantly put on them by the clients and potential future users of the travel project.