7-1 Final Project

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# Contribution of various Agile roles for SNHU Travel

The Agile roles that will contribute to the success of our project for SNHU Travel will consist of a Product Owner, a Scrum Master, and a Development team that will consist of developers and testers. The combination of all these roles allows for specialization and peak communication.

The Product Owner is responsible for the product and the Development team. Our Product Owner catalogs our Backlog based on importance and orders each item in a way that maximizes the Development team's efficiency. The Product Owner ensures that the Backlog is visible to all parties, including stakeholders, to show progress within their scope of work. The Product Owner also works side by side with the client and Development team to ensure that each party understands the Backlog and the detail needed to complete the project and to fulfill their client’s needs for the project. In the case of our SNHU Travel project, our Product Owner was our liaison to our client. They reached out to the client to clarify items needed for the final work, and when our client decided it needed to refine its focus to a certain type of vacation. The Product Owner modified the Product Backlog once this happened in a way that ensured that the project still hit its production time.

The Scrum Master is responsible for the inner workings of the Agile process. The Scrum Masters curtails the team to work within its principles and allows fluidity amongst its members to ensure the creativity process is unhindered. The Scrum Master ensures that the Product Backlog is properly managed by helping the team understand each item, curbs any unnecessary distractions amongst the team, and helps each member understand it’s role to best maximize a sprint. A Scrum Master will practice daily Scrum meetings for its team, so that each member is aware of each other’s roles, tasks, and impediments that may hinder each team member's task that day. Our Scrum Master for SNHU Travel in particular, handled impediments during our daily Scrum Stand ups, dealt with stakeholders that attempted to add items to the backlog and made sure that the stakeholder was able to see the backlog and understand the importance of their item in our list, handled conflict amongst our members, and coached members through side-bars and side by side coding.

Our Development team consists of a developer and a tester. The Development team consists of members that work within the Scrum Team. They’re self-organized and will often break up itemization for the backlog in a way that allows them optimization. The team is very cross-functional, they communicate between themselves and use all the skills they have at hand. While they may have titles, in the Agile methodology, all members work together in a fluid manner to ensure that an item that is being worked on, works properly. With our project in particular, our Developers worked on the code to bring the SNHU website to working order. While doing this project, they would send the working code to the testers, who would pass/fail the code and website. In a particular instance, both parties had to work together when clarifications had come down from the client that a certain look/function was needed and both the developer and tester modified their code and testing cases to ensure pass/fail.

Scrum-agile to SDLC helped User Stories

The Scrum-agile approach to SDLC for our User Stories helped shape and reshape what we needed from our product. When the Product Owner first cataloged each user’s desire for a vacation website, they did so in a very detailed manner that left as little as possible to the imagination. In doing so, this allowed the Scrum Master and the Development team a clear path and vision that needed to be created and managed. The Development team went through each story and highlighted what they believe to be the most important and complex tasks, created code, and tested said code. They asked clarifying questions to the Product Owner so that no questions were had about how the website must look and function.

Interruption for the Project

As we have alluded to earlier, there was an interruption to the project for SNHU Travel. This isn’t new in a setting like so, and there needs to be a way to handle these things when they arise. Luckily, with Agile, The Scrum Team was well equipped to handle when SNHU decided to refocus it’s direction towards a certain trendy vacation style. When the client changed its direction, the Product Owner gave word to the rest of the team. The Product Owner spoke with the Scrum Master and the Development team to best manage the Product Backlog to ensure the product still came within the desired time frame. The Development team then altered the code and website to best represent the needs for the client and the tester’s altered their pass/fail to meet these requirements. To ensure that the task was completed within this sprint, the Scrum Master ensured that each team member was only working on what was needed in the Product Backlog and that the team wasn’t doing too much or extra to ensure that the working code was pushed on time.

Effective Communication among Members

Our Scrum Team communicated effectively amongst each other through face to face during daily stand ups and detailed emails to parties involved. In the daily stand ups, we often spoke of what we were doing, what was needed, and what stood in our way to our fellow teammates. In emails with our Product Owner, we were very detailed and concise with our questions and what we needed as a response.

The Tools and Principles that Led to Our Success

The organizational tools and Principles that best led our team to success were Daily Stand ups and applying the Two-Pizza rule. Daily Stand ups allowed us to communicate effectively with each other. We knew what we all were doing, how they were doing it, and what stood in our way. The Two-Pizza rule kept our teams small and effective. We were able to stay creative and not worry about failure and could focus easier on smaller specializations.

Assessing the Effectiveness of the Scrum-agile Approach

Assessing the effectiveness of the Scrum-agile approach for the SNHU Travel project with pros and cons. Pros would be that this method allowed each member to flow quite well and understand its project and their roles. It allowed working code to be tested in a timely fashion and be seen by others to allow and rework any revisions that may happen. Cons could be seen as trying to estimate a project’s difficulty or length without trying a few different estimation methods. Overall, I deem the Scrum-agile approach the best approach for our SNHU Travel development project.