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CS-250

Final Project

As the scrum master I made a point to focus on strong communication in order to establish a connections throughout the team and stakeholders. I ensured that we collaborated and provided feedback to each other in each and every standup. I have encouraged everyone to inquire about, as well as, give feedback on each team members contribution to the current goals of the sprint. I have also maintained policies that reduce cell phone and other distractions during meetings in an effort to keep everyone engaged. I found these steps to be important in the sprint planning phase and throughout the course of the sprint. This is especially true for the planning phase, considering the planning determines the work to be done throughout the sprint.

During the daily standup I encouraged team members to provide feedback to the speaker in an effort to engage in critical thinking and ensure we were all on the same page. I tried to create an environment of inclusivity to reduce any fighting or feelings of being unheard. In order to do this I made sure I carefully stated feedback as objective. I would double check at the end of each meeting to make surethe teams members had the necessary information as it relates to thier contributions on the project and how thier work impacts the sprint goals.

The developers would would make requests to the Product Owner and tester to provide further details on the UI/UX design for the slideshow to visualize clear goals for both the tester and themselves. They worked to create a roadmap of the project for the team to have a smooth development. This reduced confusion in product testing and proved its importance in development. It was hugely beneficial to the project as a whole for the team to be on the same page when it comes to the functionality of the application and user experience being created in order to implement effective changes.

The Product Owner worked alongside stakeholders at Chadatech to gain valuable insight into the goals and expectations of the final product. They made sure to clearly communicate these requests and ideas with the team members in a way that helped us create a clear vision for the goals of this sprint.

The user stories that our team came up with included elements that proved to be helpful in the development of test cases. One such element was the detail section describing the story and the features functionality. These user stories became more comprehensive over time and began covering many of the customer needs, however they fell short in providing the necessary detail on implementation and adaptability. In this case the tester was able to clearly articulate needs to the product owner and they worked together in stakeholder meetings to relay this problem during a client meeting. This alongside input from team members on thier concerns about the user stories created a great collaborative environment which was able to arrive at conclusions on how to improve the product, and how to structure the next sprint. They were able to collaborate further during the team meeting by brainstorming ideas on acceptable product features. The meetings that happened as a result of user stories created diverse structures for planning the next phase os UI/UX design for the platform. Another important aspect in devloping the user stories came from the collection feedback during the stakeholder meetings where our team asked questions about the market that Chadatech appeals to. The team then proceeded to conduct research on that demographic.

The team inquired about a new implementation for the slideshow control which was introduced after the sprint started during communication between the product owner and stakeholders. They asked for clarification on the detox destinations, with the consideration that these are a niche field for customers, during the stakeholder meeting.

The developers established a strong connection with the rest of the team by providing valuable feedback where necessary. Threy made an active effort to keep everybody on the same page while also asking questions that allowed the team to describe their approach in detail. I bring up the developers efforts because communication is extremely important in an Agile environment. I belive this to be the reason that there is project-management tools that enhance communication and efficiency during the agile process.

These tools ensure effective communication practices and support work on a development project between team members. As the flow of information is fast in a group project it follows that, the larger the size of a project, the more team mebers are involded in the project, thus the more communication is needed, and the more information there is. For this reason it becomes increasingly more important to add information radiators as a project grows in size in an effort to create accisible tools to mitigate the flow of information. This information must be structured such that it is non-orthogonal to reduce the the need to update all information boards in the event of a single change. This keeps information radiators modular and stops them from displaying the wrong information at any given time during the sprint. Following the structure of an agile workflow has the scrum master facilitating communication between team members at the daily standup and the product owner facilitating the flow of information between stakeholders and team members.

Our team used a process called planning poker to reduce the uncertainty of risk associated with project planning. Planning poker creates an average of the estimations that the team members give as a single estimate in an effort to asses the estimation of requirements for a project. We did this by having each member write down their estimate on a note card that they did not reveal until I determined that everyone has written down an estimate, then we all revealed our cards at once. This was done to create an average estimate across our diverse team which has specialties across a variety of fields.

Good project management tools such as information radiators and planning poker are scalable, adaptable, and engaging. These tools have helped our team by allowing us the felxibility to continually to update them with the necessary information without having technical issues or backtracking in the event of project goals changing, such as the previously mentioned slideshow control. These tools were scalable so the project did not outscale the tools and we did not have to rework them or use a new tool at any point during the sprint. It is important to remember that when project parameters change, the information that needs to be exchanged changes as well. This creates a problem in some of the tools that are not able to adapt to the change with the project. In this case the team would remove thier current iteration of information exchange and rebuild it for the new project parameters. It is also important that the team be engaged in the process of updating information to ensure that the team works well together.

The agile methodology gave our team increased flexiblity by creating smaller tasks or goals to accomplish before moving on to the other aspects of the project. This allowed our team to be more flexible in our approach to the development of the product by dividing development into small increments. This also allowed us to implenement changes that focused on high priority items without negatively affecting the sprint goals. This approach really helped with organizing the project into segments that can be easily modified and monitored for improvement and estimates. I would recommend anyone use these methods considering the time investment and difficulty of estimating requirement for large scale projects such as this one.