Mao Christie

April 21, 2024

CS-250

Final Project

The various roles on the scrum-agile team contributed to the success of the SNHU Travel project by using scrum methods to adjust to changes and planning thoroughly throughout the project. The scrum master introduced the project by conducting a meeting with information about the project along with the product owner. They went over any potential issues, goals, and updates before going over the Product Owner’s backlog items and task ownership. When the client changed requirements, the product owner went over new items or user stories that will be added with the team and removed stories that were no longer necessary. The tester and developer created and organized user stories and tests. These user stories helped shape tests and figure out criteria for what needed to be done.

A scrum-agile approach helped the team complete user stories by allowing for more flexibilty compared to other approaches. This flexibility allows the team the ability to shift user stories and priorities to accommodate changes. When changes happened and new functionalities were added that had to be implemented and prioritized, it was easier to shift other user stories to a lower priority to stay on schedule. The use of daily scrum meetings also allowed for changes to be introduced and talked about with the team efficiently.

When the product owner came to the team with new requirements, the use of user stories and flexibility with the planning process helped make the changes easier to implement and complete. The daily meetings, scrum-agile team environment which encourages communication, and flexibility to de-prioritize other user stories allowed for the project to be completed.

To communicate with the SNHU Travel team, I sent emails to them throughout the project when information or clarity was needed. For example, as the team developer, I sent an email to the product owner and tester about the new user stories that were to be implemented. Here is one sample:

Dear Product Owner & Tester,

I have a few requests and questions before I am able to move forward with the new development plan. I will need to get an updated list of user stories, with updated priorities and the new stories before starting development. Also, I will need updated tests that address the new user stories. Furthermore, will the new detox and wellness destinations be displayed in the slideshow format as well? Please respond as soon as possible, so that I can get started and stay on schedule.

Thank you,

Developer

This email informs the product owner of what I needed to effectively make the necessary changes I the project and asked questions on how these changes would be displayed. It is effective because I clearly communicated my needs and asked for clarification so that the project could still be completed on schedule.

An organizational tool that helped the team was the user story template we used to write out all the user stories and determine their priority levels during the planning phase. This helped figure out the teams priorities and timelines for planning. When changes happened, the template was adjusted with the new user stories and old user stories were de-prioritized. A principle that helped out team was engaging with stakeholders and staying flexible because it helped our team find out about changed earlier in the project so it would meet the client’s needs. Other approaches like waterfall don’t engage with the client or stakeholders after the requirements determination phase, which means if the client’s needs change, the product created would not meet the client’s needs anymore. The scrum-agile approach meant we were able to learn about the new needs and adjust so that the client’s needs were met with the end product.

Some pros of the scrum-agile approach are its flexibility, effective communication, and organization. These pros meant the team was able to meet the needs of the client and deliver an end product that was satisfactory. Flexibility helped our team adjust to changes, effective communication helped our team work together to implement changes, and organization helped our team plan the project out efficiently. A con of the scrum-agile approach is that by engaging with the client and accepting new requirements after the determination phase, it did mean we had to start over and get rid of user stories that had already been completed. Ultimately however, it meant the project met the client’s needs better than if we had not accepted these changes. Because of this, I think a scrum-agile approach was the best approach for completing this project.

Reference:

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley.