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Scrum Review

The Scrum team is a very successful team for an agile practice because of the great diversity of its team members. The Scrum team consists of the Product Owner, the Scrum Master, the Developers, and the Testers. The Product Owner has the job of communicating with the customer, and stakeholders, and the rest of the Scrum team. The Product Owner is responsible for telling the customers and stakeholders what the development team has accomplished in every sprint cycle from the Scrum Masters reports of the biweekly sprint review. The Product Owner also takes in new and more requests from the stakeholders and customers to give to the development team, testers and Scrum Master. The Scrum Master is responsible for receiving the requests of the customers/stakeholders from the Product Owner and deliver this information to the testers and the developers. The Scrum Master talks out and writes down notes on the product backlog that the developers assign themselves to complete. The developers complete the tasks they choose off the product backlog and communicate with the team what is getting done, what is stopping them from completing jobs, and what they plan on getting done on that day, during the daily Scrum. As each sprint ends, the Scrum Master and the testers give the updates to the Product Owner who returns these updates to the customers and stakeholders who review the progress, just so that all cards are on the table. The job of the testers are to not only debug the code of the developers, but to also determine the test cases of the code, so that unusable user entries to the program will not break the program.

Completing user stories are the building blocks of the program that the customers and stakeholders. The user stories are used to figure out what the program needs to do and accomplish. The user stories given to the Product Owner are given to the Scrum Master to be placed upon the product backlog. Without the user stories, the developers wouldn’t know what the stakeholders have in mind for their product to do. During our initial designing of the SNHU Travel project, the stakeholders brought in a group of their regular clients, with a wish list of things that they wished their favorite travel company would be able to do to make their travel planning easier. With their user stories the development team was able to accomplish the additions that the clients of SNHU Travel wanted to add to their original list of user stories that needed to get done to make their clients happy and want to continue using their company provided service.

While the development team was hard at work with the last set of user stories, the product owner came into the daily scrum to deliver an update that set the team back for a few days. The product owner announced that the stakeholders wanted to take a new direction by adding a detox and/or wellness vacations to their itinerary. This addition was added to the top of the product backlog, as this was now the highest priority to get done, instead of the user stories that our hardworking developers were working on the day before. The whole team had questions that the Product Owner was able to answer including “Does this mean we need to start over?” Luckily for the development team, they didn’t need to restart, only add some more methods and improvements to the existing program. However, this was only a small setback, and the team was soon back at work tackling the rest of the tasks on the product backlog.

Communicating with the team is very important, as it keeps everyone in the know. Without the communication of the team, nothing would have been done. Without our hard work and diligent communication of our plan throughout the development phases and sprints this product wouldn’t have been finished. The team utilized the daily 15-minute scrum meeting to plan for the day and figure out setbacks that they may or may not have had while working the day before and the possible setbacks that they may face later in the day. Along with that, the team worked to communicate with Microsoft’s Azure board, which let them stay in contact throughout the day. Not only are Azure boards good for communication, but they are good for organizing thoughts and ideas that can be done collaboratively or by oneself. The Azure board is perfect because it also keeps track of the product backlog, user stories and a plethora of other great features that will allow the whole team to customize their experience to communicate and exceed all expectations to complete the product backlog.

The Scrum method was the best approach to completing the SNHU Travel project because throughout the development life cycle numerous features were added to the product backlog that were not in the original user stories supplied by the stakeholders of the SNHU Travel company. If we were to develop the product with a waterfall method, these added features wouldn’t have been added until the end of the development, in which case it may have been too late to add them and have been scrapped so the finished product would be completed on time, which would not have satisfied the clients. However, the team took on a Scrum approach to complete the product they were tasked with. While the team was working, they broke the work down into two-week sprints which is when the Scrum Master would show the Product Owner what has been accomplished. This allows the Product Owner to show the stakeholders all the accomplishments completed so far and allow the stakeholders to make further adjustments and other suggestions to the project that the development team could try and complete to satisfy the wishes of the stakeholders. This demonstrates communication between the Scrum team and the clients, because in a waterfall approach there is no communication between the waterfall team and the clients of the product until the end of the development life cycle. Because of these details, the Agile methodologies and especially the Scrum method is the better way of developing this software.