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So for this project, we had a robust team dedicated to the project’s success and each one had clear responsibilities to carry out to ensure the success of this project here as the Scrum Master I'll explain how everything came together and detail each of the team’s member’s and their role in the project’s success and share some of the challenges faced and how we as a team we’re able to overcome those challenges without missing out on our deadlines and at the same time maintain our product’s high quality.

We first start with the excellent team that we had so we have a Product Owner whose job is to define what is worthwhile and prioritize the different features and tasks for the project and that goes into him wanting to ensure that the product is a success and meets customer needs and really maximize the value of the product and its impact. So, for this project, the Product Owner prioritized our backlog and went and researched what needed to be added to the product to ensure that it was up to expectation. They are responsible for setting the product’s goals, ensuring that the product’s backlog is clear and well-defined, Ordering the backlog based on what they see should be the priority, Updating and refining the backlog, and regularly collecting feedback from users, customers, and stakeholders.

After our Product Owner, we have our Developers, our Developers are organized and empowered to plan how the project will be accomplished so they don’t come up with the product idea or plan they’re simply trained on how to successfully launch a project and bring to life maintain a set level of quality all along, The developer's responsibilities is to Manage the sprint backlog, Inspect and adapt through a daily scrum and Contribute to the sprint goal.

The development team is the most technical part of the team they’re experienced in software development, and they take the role of being the technical side of the company, so any technical problems or challenges faced they assume the role of overcoming that for the team. As a team they have great qualities together they are self-organizing and cross-functional and in this team, The developers have a team mentality rather than an individualistic mentality and that is what is needed to ensure the success of the project.

The third part of the scrum agile team that we have here is the Scrum Master, The Scrum Master is like the quarterback in an NFL team they are the centerpiece of this team and they bring all the different parts of the team together aligning everyone to their path in this project and ensuring everyone’s output and efforts at their highest level, The Scrum Master is responsible to run the team like scheduling meetings, Setting short term and long term goals to keep everyone on pace, Ensure that the goals are met at the quality agreed upon, Help the team understand the backlog items, Find new ways to make the team more efficient, Remove any impediments on the team, Listen from the team about challenges that they’re facing and lead the team. The Scrum Master must have personal qualities to ensure his success and the team’s success like Being humble, being a good listener and empathetic, Respectful to everyone, and being open to connecting with the rest.

I believe that the Scrum-agile approach to SDLC helped in getting user stories to completion by utilizing many of its different solutions, Prioritizing and planning done by the Product Owner to collaborate with end users and stakeholders on what they need to be achieved in this project in our example the product owner met with customers and listened to them on what they wanted to be achieved at SNHU Travel from the big thing all down to the little things, From wanting features like advanced filtering to be used to filter thru travel plans based on their financial budget to filtering thru different climates and geographies and that helped us greatly in getting an out a product that was needed and solves the problems that they faced in this industry.

The Scrum-agile approach helped us overcome several challenges and still finish on time by being quick and fast to adaptation and change for instance each iteration is 2-4 weeks long so any change that happens that impact on our work is limited since we can always adapt at the end of each sprint. Another way we’re able to adapt with change unaffected is through backlog management and we can always prioritize any change over tasks that are determined to be of low priority.

There are several ways to communicate effectively in a Scrum-agile environment first of all we have daily standups they’re usually 15 mins long and they’re called a standup because we literally have to stand up around a board without any distractions and on the board we have our tasks divided to 3 different part completed, in action, and some that are still not started on, The whole goal of this standup is talk about our daily efforts in work and discuss about any impediments faced the day prior and how we can work to fix together to fix that.

Organizational tools that helped would be agile project management which involves all the sprint events that keep everyone focused on the project and encourage collaboration across the board in achieving our collective goal.

In assessing the effectiveness of our project on this project we should the pros and cons of the agile approach, The pros are important and some of the pros would be that this approach accommodates adaptability and change, it allows for adjustments to be made. A second pro would be the stakeholder and customer engagement with us that helps identify opportunities with the stakeholders and gear our product towards those opportunities, And with the customers it breaks down the disconnection between developers and customers and that helps with producing a product satisfies the customer and fix the problems they run into and provide solutions to their concerns, On the other hand, it keeps from overpromising and under delivering since now we know what the customers and stakeholders want and we know the challenges out there in the industry and that opens our eyes to what we realistically can do and promise based on that knowledge.

But obviously, with everything, there are some cons like how it is resource intensive this approach requires a lot of resources to ensure its success in terms of the level of involvement and commitment by its members.

To determine the suitability of the project for this approach we need to ask some questions and learn more about the project which helps us determine whether it fits this approach like project complexity, team experience, stakeholders’ expectations, and project duration.

In the end, I strongly believe that this approach was fit for SNHU Travel since the project wasn’t well defined in the beginning and we did face some changes that were accommodated by this approach and since this project was in an industry that dealt with everyday customers engaging with those customers at a high level helped with delivering a project that was up to their expectations, And all that was done without missing on our deadline or commitments of making of the highest quality.