Final Project

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The SNHU Travel project involved creating a website that allows customers to browse and book various trips. For the project the team consisted of Christy, the product owner, Christy met with the client and customers to interview them and find out what sort of features they would like to see implemented on the website. Christy is who the client initially contacted to discuss the SNHU Travel website. After meeting with the customers, Christy gives the information and feature idea list to the Scrum Team to begin developing and testing. The Scrum Master Ron, also met with the client to learn more about their goals for the project. Once Ron meets with the client, he will assemble an agile team and will work with this team to create a team charter as well as schedule events including Sprint Planning, Daily Scrum, Sprint Review and Retrospective, and Backlog Refinement. The team also consisted of developers who are responsible for designing and developing the code for the project and participating in peer reviews. Finally, the agile team for the SNHU Travel project consisted of testers, who are responsible for defining acceptance criteria and acceptance tests, as well as executing tests and analyzing results.

Having a Scrum-agile approach to the SDLC for the project helped each of the user stories come to completion because the team was able to organize and categorize the user stories based on the size of the story and how important the story was to the project. For example, the user story of clicking a link to view a list of top five destinations was given number one priority and sized as medium. The user story task to allow the user to choose profile settings based on trip types they like was priority number five and was considered a small sized project.

With the Scrum based methodology, an important aspect is being able to revisit previous steps and being able to have review and reflection periods to make improvements and changes. As opposed to the waterfall method that once a project reaches the next phase, previous phases are not revisited. During work on the project, Christy met with the SNHU Travel management and reported that the client wants to prioritize booking for detox/wellness vacations. With this change, the deadlines remained the same, however some of the other stories were deprioritized. This shows how the Scum-agile approach supported project completion when the client wanted to change the priority and focus of the project. Scrum allows the team to backtrack and rework previous tasks.

Communication and collaboration are important aspects of Scrum and help the team to be more effective and efficient. The Scrum events are an effective communication practice in creating openness and transparency within a Scrum Team. During Scrum events, all the team members can discuss what part of the project they are working on so there is no overlap and others will know who to go to if they have questions. Furthermore, during Daily Scrums team members can share want is going well and what is not going well with their work. Other team members can offer suggestions to help them improve their work. During work on the project, I found the test case document to be an effective tool for communication. The test case document allows the tester to write out the different user story features and compile the steps for what needs to be done. Test case documents can also be an effective method for testers and developers to see the steps needed to add new features to products.

The user stories document was a great organizational tool that helped the team to be successful. Having a document that everyone can see and work together to prioritize the different tasks and determine their size allows for great collaboration, so everyone is on the same page. The user stories document was also beneficial to have when the focus of the website changed, so the product owner can determine which stories should be lower priority to make time for the website change. Another organizational tool that helped the team to be successful was the test case document. I thought this was a great way to detail the different test cases for each user story and to include the steps for how each feature will work and what is expected to happen at each step.

I thought that having reflection periods was the biggest positive of using a Scum-agile approach to the SNHU Travel project. Being able to review previous work and make corrections and improvements is what makes agile so great. Flexibility is another pro and was put into good effect when the focus of the website changed to detox/wellness vacations and by deprioritizing certain user stories the team was able to get the important aspect of the detox/wellness vacations up on the website. Teamwork and collaboration are another pro for the Scrum methodology. Being able to work together as a team to determine things like the charter, Sprint Planning and meeting during Daily Scrums makes sure everyone understands what is going on and everyone’s voice is accounted for. I cannot think of any cons for using the Scum-agile approach. For these reasons I believe the Scrum-agile approach was the best option for the SNHU Travel development project.