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CS-250 Software Development Lifecycle

Southern New Hampshire University

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The Product Owner contributed to the overall success of the Sprint by keeping the user stories and backlog prioritized and updated. The product owner was also able to keep the communications between the customer and the development team open. In addition, the product owner was able to clearly communicate the backlog and priorities to the development team.

The Scrum Master contributed to the overall success of the Sprint by keeping the development team on target and keeping the Sprint flow on track. The Scrum Master facilitated all Scrum events and prevented any of them from getting side tracked. The Scrum Master also interfaced with other Scrum Masters enabling communications and leassons learned between the different development teams.

The development team contributed to the overall success of the Sprint by developing and testing a solid product. The team was able to easily adapt to changes in user expectations. The development team was empowered to manage their work, and deliver a working product.

The Scrum-agile approach helped with the user stories by staying flexible. When the customer changed the requirements mid-development Scrum-agile was able to take in the new requirement, and pivot development to satisfy the new requirement.

Samples of team communications are as follows:

To: Christy

From: Patrick

Subject: Regarding Test Cases

Christy,

I have a few questions regarding the test cases under development. If you could provide some answers I think it would be of great assistance.

Test Case TC-0001 – User Profile

1. Is there some specific order that the setting should be displayed?
2. Should the setting options be selectable via radio button or drop down list?
3. After saving the settings, should the User Profile page be re-displayed, or should it return to the main page?

Test Case TC-0002 – Top Five or Ten

1. Should there be a “Top Ten” and a “Top Five” link, or just a “Top Destinations” link with a user selectable amount of results to display?
2. If the user clicks on the destination should it display an information page about the destination, or should it go to a booking page?
3. How will the list be displayed? There are multiple options for this. It could be a scrollable list, or it could be a series of pages with a “Next” and “Previous” button. Let me know how this should be displayed.

Test Case TC-0003 – Top Destinations

1. Should this user story be displayed similar to the last one?
2. Should the destinations be pulled from the user preferences, and history, or should these be the top destinations picked by all users?

Regards,

Patrick D. Pattison

To: Christy and Brian

From: Patrick

Subject: Regarding Test Cases

Christy and Brian,

I have a question about the newest change to requirements. I found a forbes.com article from 2019 that I just took 5 destinations from as place holders. Please let me know if there are different locations that need to be included instead of the destinations I picked.

I will also bring this up at the next stand-up meeting as well.

Regards,

Patrick D. Pattison

Organizational tools that are extremely effective with Agile-scrum development are many. Information radiators enable the team to share information easily. Development status is on display for all to see. Using Jira as the information radiator allows for remote team members to still be an active part of the development team. The daily standup meeting was vital to keep the entire team on the same sheet of music. Everyone gets a chance to talk, and everyone participates. As far as principles are concerned, all of them are important, however increment, collaboration, and self-organization played the biggest role. Increment kept to a short cycle, allowing the flexibility to change. Collaboration is very useful as it makes sure the team members work as a team rather than a collection of individuals. Self-organization is allowing the team do what the team does best. Trusting the team to know how to accomplish the goal at hand.

I feel that the Agile approach was the best approach to use for the project. I think that especially with the change in requirements mid-way through that Agile gave the flexibility needed to not be derailed by the change. I think the pros of Agile totally out weigh any cons. With Agile you have maximum flexibility, plus with regular usable releases stake holders can constantly see incrementally better outcomes. With waterfall approach stake holders have to wait until the end of the entire development process to see any outcome, and then you just have to hope that what was delivered is what was wanted. Agile with its many smaller releases you will get a constant source of feedback on the process, and again with agile, be able to pivot if the direction isn’t exactly what was wanted.