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Final Project – SNHU Travel

Each member of the Scrum Team plays a vital role in the development and execution of the finished software for the SNHU Travel project. It started with a meeting with the Product Owner and the stakeholders. The Product Owner interviewed the users to understand the desired features for the software. The Product Owner took this information and created a Product Backlog. The Product Owner then discussed the strategies with the Scrum Master showing the user stories and expected results.

The Scrum Master then had a meeting with the developer and testers. The Scrum Master decided to have a daily scrum of fifteen minutes a day. The Scrum Master showed the user stories to the team in the meeting and discussed the strategy with the developers and testers. The developers had the opportunity to respond and ask any questions on the scope of the project. The developers and testers discussed the best way to work in stages to develop and test the software in stages.

User Stories are a tool used in Agile Software development to capture a description to the of the software features from a user’s perspective. The users are asked what features they are looking for and they are added to the user stories. The developers and testers collaborated closely with the business owner and stakeholders to clarify the details of the features. The user stories are prioritized to the functions being added to the software. The user stories have test cases to implement. The format of the user stories were ID, Name, Owner, Priority, Preconditions, and Test Steps. User Stories provided the development team with an important context before beginning the project. (Francino)

We did experience some interruptions and changes in direction on the project. Fortunately, we were using Scrum Agile approaches and we prepared for them. We allocated time for any disruptions. Every member of the team was given a certain amount of time each day for handling any interruptions or changes. During the Daily Scrum we would use a whiteboard using a red card to mark any errors or bugs. We would use a yellow card to mark any changes that were requested by the stakeholders. This would be a problem had we used the Waterfall approach. Since the Waterfall approach is linear, we would not have been able to go back and make changes to the project. This would not make the stakeholders pleased as we would not be able to accommodate the request changes.

As the Scrum Master I was able to effectively communicate with me team. We had a daily scrum of fifteen minutes. In the scrum I would ask for questions and feedback from the team members on the process of the project. The Agile Manifest calls for “People and Interactions over Process and Tools”. (Ravlani) I designed our meeting for face-to-face interactions with the team members. We had a white boards and sketch-notes in the daily scrum that communicated the team members roles, responsibilities, the team’s Sprint capacity, and the scope of the problem that needs to be solved. We created an open environment where the team members felt safe to share their ideas, questions, and respectful feedback. I coached the team members to be consistent, responsible, and truthful to build trust.

The Development team worked closely with the Testing team to implement all requests from the Product Owner. By the two teams working together they were able to implement the functions and features into the project that met the requirements. The Testing team would help the Development team find any bugs that would arise. As the user stories were updated with changes the Development team was able to modify the functions and features of the project quickly and efficiently. This allowed the Development team to provide an efficiently working project to deliver to the product owner.

The Product Backlog was useful in the Sprint Planning. The Product Manager received input form the stakeholders, team, and mangers. We were able to start with a list of the initial requirements for the functioning of the software from the business owner. The Product Manger meet with the clients regularly to discuss the status of the project and any changes the clients requested for the project. The Product Owner and Developers were able to discuss the clients requirements were the developers could respond, ask questions, and raise any issues where necessary. The client requested a change from a general travel sight to one that focused on detox wellness vacations.

The use of whiteboards and sketch-notes were an effective tool for the Daily Scrum. We were able to map out the to-dos, progress, and what has been completed. These tools also highlighted bugs and requests from the customer that need to be completed in the extra time allocated. These tools had us well prepared for the Sprint.

Using agile approach was the best approach to use for the SNHU Travel website project. This approach allowed us to quickly address the changes the client requested on the project. The waterfall approach would have been ineffective. With the waterfall being linear where there is no going back for changes or updates the project would need to be started all over which would take more time to complete and go past the expected completed date.

Reference

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