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CS-250: Software Development Lifecycle 7-1 Final Project Submission

The various roles on the Scrum-agile Team contributed to the success of the SNHU Travel project. The Scrum Master completed the project charter, helped guide when the team would meet and how the team would communicate, outlined the risks and success criteria for the project, and facilitated the daily scrum meetings. The Product Owner met with the client (SNHU Travel) and some of SNU Travel’s users and collected some desired functionality for the niche booking site. The product owner also created the user stories and met with the client when the requirements for the project changed and communicated those changes to the team. The Testers created the test cases, asked for clarity regarding the user stories from the Product Owner and tested the code to make sure it met the acceptance criteria. The Developer created and amended code to support the niche booking app’s functionality.

The Scrum-agile approach to the SDLC helped each of the user stories come to completion. Each member of the Scrum-agile team playing their role contributed to a successful process. The Product Owner obtained the desired criteria from the client, through customer collaboration, and created the user stories, the Tester created the test cases based on the user stories, and the Developer developed the code to meet the acceptance criteria of the user stories. Open communication between all team members helped bring clarity to the requirements of the user stories and brought them to completion. The whole team had to respond to change when the requirements of the project shifted towards detox/wellness vacations. The Scrum-agile approach to the SDLC also helped each of the user stories come to completion by creating a prioritized backlog and developing acceptance criteria.

The Scrum-agile approach supported project completion when the project was interrupted and changed direction. This approach allowed the Product Owner to meet with SNHU travel, acquire the new requirements, and relay those changes to the development team. The team was then able to change course and complete the project to meet the updated specifications. If a waterfall approach were used the requirements would not have been able to be changed mid-project.

Below is a sample email that displays the team’s ability to communicate effectively.

Dear Christy,

I am developing test cases for the user stories that were provided and I am wondering if you can provide some additional details. The questions I have are as follows:

User Story One:

1. Is the textbox something that should be displayed on the page before the list is generated?
2. Should there be a way for the user to modify the price entered in the textbox once the list is generated?
3. Are there only certain formats that should be allowed in the textbox?
4. Where on the page should the textbox be displayed? Top? Bottom? Left, right, or center?
5. When the results are displayed, should they be listed in ascending or descending order? And should the order go by price or by popularity?

User Story Two:

1. Should the checkboxes be displayed on the page before the list is generated?
2. Should there be a way for the user to modify the checkboxes chosen once the list is generated? Or should they have to return to the initial page?
3. Where on the page should the check boxes be displayed?
4. When the results are displayed, should they be listed in ascending or descending order? If there aren’t 5 destinations that meet the selected criteria should results that partially meet the criteria be displayed?

User Story Three:

1. If all the criteria chosen in the dropdown windows cannot be met should results matching as many of the criteria as possible be displayed?
2. Should there be a way the user can rank their drop-down choices in order of importance?

Any visual indicators of what the desired layouts of the pages would be greatly appreciated.

Please let me know if you have any questions.

Thank you for your time.

All the best,

Danielle

This communication was effective because it asked clarifying questions regarding the user stories so that the test cases that were being created were as accurate as possible and by virtue of reaching out to the product owner it encouraged collaboration among team members. The below discussion board reply encouraged collaboration among team members by replying to Lenny’s post and further enrolling Nate in the conversation:

Graphical user interface, text, application

Description automatically generated

At the Daily Scrum the principles of face-to-face conversation and business people and developers must work together were exemplified. Adhering to this principle kept our team on the same page throughout the process. The information radiator was used during the Daily Scrum as a reference for what work had been completed and what work had yet been completed. Backlog refinement employed iterative and incremental development through breaking down the project requirements and organizing them in the backlog while the information radiator was where the backlog was stored and reported. Face-to-face conversation was utilized during sprint planning, sprint review, and the sprint retrospective and the information radiator held the information that the team was able to easily reference.

The pros of the Scrum-agile approach during the project were the ability to change course mid-project and the ability to collaborate across story creation, testing, and development simultaneously. The drawbacks of the Scrum-agile approach for the SNHU Travel project that the deadlines didn’t shift even though the requirements did, and other stories had t be deprioritized so the team course focus on this shift. All in all the Scrum-agile approach was the best approach for the SNHU Travel development project. It allowed the team to accept the change in requirements where a waterfall approach would not have allowed for such a change to occur mid-project.