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7-1: Final Project

Each different role in the scrum agile process had their individual piece of the pie when completing the overall project. The product owner was the main communication piece in how the customer wanted the vision of their product to be constructed. They were able to talk to the different clients to get their input and gather as much information as possible to see what we could do. The main client wanted to have a travel website that would show vacation packages and top vacation destinations. We had different end users that were there to provide extra input such as how many destinations per page were shown, having different filters for price, area, travel method, and presenting these in ascending and descending order. The product owner was able to gather all this information and present it to the rest of the scrum team.

The scrum master was there to provide their knowledge of the agile process to the whole team and set up the framework for how everything needed to be completed. The scrum master was able to keep the internal teams in constant communication by setting up daily scrum meetings, retrospectives, and sprints. The scrum master was able to communicate effectively with the product owner on any changes or roadblocks that might occur during the building process. The scrum master was able to apply the agile framework and alter timelines as needed to keep everyone on the same pace. When the product owner said that the end user and the clients wanted to change the program to focus on detox vacation packages the first question for the scrum master was if the timeline for module completion needs to change. This way they could use the agile principles and make changes where necessary.

The development is the bread and butter of the scrum team because they build the product according to the product owner and the client's ideas. During the process of building the program they were able to ask the product owner if changes needed to be major or minor to the product, that way they could let the scrum master know if the timeline would need to be altered. During the meetings they were able to bring their knowledge of what their limitations are and help brainstorm with the scrum master and the rest of the team to set priorities for various aspects of the program and design features that they could add that the product owner might not have thought of.

The testers were always there to test early and often to let the development team stay on top of bugs, get ahead of problems, and push out a product sooner. The agile process allowed the testers to update their testing parameters and update their notes for the developers. We also got to see how the testers get to write their cases against the user stories to make sure everything gets covered and see how to write acceptance criteria. It was nice to see that the testers also work with the stakeholders just like the program owner to clarify requirements and help the development team.

For the SDLC for the agile process we can see how it was used in the process of making the SNHU travel program. First, we gathered all of the information from the client and came up with a concept of what we wanted the end product to look like. We pulled as many details as we could so we could make the product as well rounded as possible. At this point we see all the documentation and details needed to put a plan together. One thing I have found that could be particularly helpful in this phase, especially working with agile is to start with a good foundation but you don’t need to account for everything right away because you can always add things later.

The inception is where the team really starts coming together and everyone is assigned their part to play in the project. They go over the overview and start building somewhat of a mock interface to make sure everyone gets what everyone else is thinking about. In the travel program they went over this a little bit by introducing us to the information the client wanted from us. The iteration or construction phase is where the scrum master really starts getting into the bulk of their work by keeping everyone on track and communicating to the product owner on how the timeline is going on the project, if there are any roadblocks, and if there are problems that have been fixed. This is also when the testers want to start running their tests on the code as soon as possible to make sure that each module is completed without any errors and put out the first functional version before the end of the sprint. We saw this part in the travel project when the bulk of the design had been completed and they wanted to change it into more of a detox getaway. Since agile goes in smaller modules it was easier to account for that. The next part release is when testers really earn their paycheck by making detailed reports of everything from UI design to fonts and functionality to bugs and performance issues. We used the user stories to see what the requirements were for each of the details that were given by the clients. This phase is also very useful for training the team on how to use the product successfully. The maintenance phase we didn’t go into too much detail, but I felt it worth mentioning because even though the product is put out for use the development team still works on bugs found by users and keeping the program running smoothly. And the last part of the SDLC is the retirement phase where a newer version is made and the old has to be integrated. The program has to be migrated to a different operating system, or the program is being retired or slowly shut down with no more support.

The best part about using the agile approach is that you push out small modules faster so there is room for changes when needed. When the project was changed a couple of separate times it was easy to build on or change something to make the program work to the clients wishes. Being able to set timelines that are adaptable and flexible is where it made these changes easy to make. I think if there were substantial changes such as the client wanting to scrap the whole UI and start from nothing it might be a little difficult, but smaller design changes or functionality are perfectly acceptable with this method.

Hello Product Owner and Tester,

For this project if I could ask for your help in the following areas, it would really help the development team make this product shine.

Product owner-

Please give the full requirements and vision of the project for clarity.

Specify dates and deadlines that need to be met for timeliness.

What outputs and formats are needed for this project.

Provide honest and thorough feedback so we can give you our best.

Prioritize the product so we know where to get started.

Testers-

Please be involved in the testing of the product early so we can change things if needed.

Make detailed reports of what needs to be fixed so we can start right away.

Prioritize the largest bugs so we can fix them first.

We will need your input at the end of each module to keep consistency.

Regards

Development Team

One of the sample emails that I used when communicating with the product owner and the testers was effective because I didn’t do just one blanket statement for the two different team members, I focused specific things that I needed from each department to make my job more successful. Being clear and to the point without too many extra things is great for communication because people tend to get tired after reading exceedingly long emails. The only thing I would have put into it is to get with the scrum master and have more face-to-face meetings, so things are not lost in translation, and everyone is there paying attention.

I think one of the best tools that worked for me was the user stories. It lays things out in clear words so everyone including the client can look at it and give input on the requirements needed to make these functions work in the program. Another thing I felt was helpful, but we didn’t really use it when creating the program is affinity grouping. For some reason I really liked this for the estimation process because it lets you plan things down to the smallest detail that you want based on what kind of priority the object has. It also can include everyone on each team to be a part of it and voice their concerns or approvals. Another thing that is a great byproduct of doing this as well is it shows a broad preview of everything that is going to be accomplished so people can think about it when they aren’t busy.

The scrum agile process works for this program that we wrote but because it allows for flexibility when the clients wanted to change certain aspects of the program and not change the timeline. This would work with the waterfall method as well because it is a smaller program so even though it does not do as well and account for changes, it is a small enough program that it can easily fixed if you have a good development team as well as a project leader. Agile works great for this project because the client can see pieces of the project as it comes so they can make their own decisions about how things are coming along. By being dynamic and iterative this was the best method to use for this project because so many little things needed to be changed throughout such as the different sort options, the layout, adding a user profile, and then changing it to focus on detox travel packages.

Citations

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