CS250

Final Project

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As we worked through the SNHU travel program project each individual role has contributed to the success and completion of the project in its own way, firstly we look at the Scrum Master who is there to serve as a buffer between all roles working on the project. He is there simply to communicate vison and purpose seamlessly through all the moving pieces. With SNHU travel program the scrum mater has been there to make sure we were running our 15-minute meetings to update the team on overall completion and obstacles that have come about giving everyone a platform to speak prior the beginning of the day. This has helped in making sure everyone was up to date on all the latest communication and is aware of where the team is with completion of their work. The next piece a successful agile team is the product owner. They are responsible in creating the initial product backlog. This is created by meeting with the customer and concluding what their needs are and prioritizing them from high to low. This gives the team a solid foundation to where to begin and what everyone should focus on first rather than having multiple competing priorities. When it came to the SNHU travel program the product owner was able to receive feedback from actual users of the customer’s project. This helped in making sure that the product backlog was created from factual data rather than opinions from the product owner himself. Once product owner has created the product backlog, it is up to our developers to analyze the features on the product backlog that the users requested. Since it is already in priority order, the developers will now add additional details beyond that such as the amount of effort and time it will take to complete a specific task on the product backlog. Lastly the Tester will ultimately analyst the functionality of the task and give feedback and report their progress back to the team. This is done simultaneously so if any update to the task on the product backlog is needed it is quickly identified.

Scrum agile approach is a way to complete a project in intervals of what we call sprints. Analyzing the data and testing that comes at the end of each sprint. With this type of concept, it is easier for the team to adjust to any sudden change that the consumer may request. When working on the SNHU project this was tested when the product owner requested that we adjust to a specific travel tool, the new focus being detox/wellness. Since we are to use an agile approach, we need to refocus on the new request and keep the same timeline we originally had. In order to succeed we would need deprioritize other tasks and focus on the new request. By being able to be receptive to taking on an agile approach to a new project, being able to work effectively in my role is essential for this type of concept to work. Being one of the testers and giving feedback in the moment as well as openly communicating the progress I’ve made during the sprint to the team helps everyone stay on the same page. If I am falling behind my team will know as I fall behind rather than letting me fall behind.

The tool that helped our team become organized and discuss a starting point was using user stories to prioritize and receive feedback from actual users from the customer. When we created our user stories, the team was able to conclude what was most important to the project and how much effort of work was needed for each task. This tool is highly effective to a large team as it keeps everyone on the same goals and leaves little to no opportunity for miscommunication. We will use this moving forward to begin a project always.

Pros of a scrum agile approach is the streamlined communication amongst the entire team. From start to finish expectations were set for the SNHU program and not much was diverted. A timeline was created, and overall importance of task was set. This is a pro as it prevents miscommunication amongst the team where one may focus on a completely different task if no expectations were set out Infront of them. One of the cons that I see with the agile approach I see arise is when a teammate is not full bought into the concept. When a teammate decides to go rogue, many obstacles can be created if not everyone is on the same page. I also see an issue when the idea of agile scrum is to be able to adjust to any sudden changes. The opportunity I see with this is how many times can we have a sudden change before frustrations start to pop up from different team members. I agree that we may need to pivot at certain points but doing this too often you are bound to miss deadlines or have incomplete work at a certain point.