Roderick Fisher

The product owner specifically contributed to the success of the SNHU Travel project by creating and providing the team with user stories that we were able to use to successfully complete the given project. User stories are helpful to the scrum team by giving them a real life look what what the user is wanting to do and what the user wants to achieve by doing it. The scrum team doesn’t have to guess what the user is wanting to do and what the user expects to happen when an action is done. The product owner also updated the team on what the shareholders wanted when it came to changing the direction of the website.

The Scrum Master specifically contributed to the success of the SNHU Travel project by facilitating scrum meetings, supporting and coaching the Scrum Team in anyway possible. While sprint planning, the Scrum Master worked closely with the Scrum Team to ensure that we everyone agree on expectations of goals and priorities. The Scrum Master facilitated and kept track of daily scrum meetings. Scrum Masters ensure that the meetings stay on task and that we don’t go over our allotted time. The Scrum Master also worked with the scrum team to prioritize the backlog appropriately.

The developers specifically contributed to the success of the SNHU Travel project by developing the project. While developing the project, shareholders wanted to change the direction and the developers had to change the work that was done.

The testers specifically contributed to the success of the SNHU Travel project by testing the project and making sure that the end user gets what the expected outcome should be. The tester worked close with the development team and was able to give insight on what needs to be changed or fixed.

The Scrum-agile approach to the SDLC helped each user story come to completion by working closely as a team to give the end user what they wanted. For example, the product owner created user stories, the developers created the project based off of user stories, and testers were able to use user stories to ensure that the product met the standards of the end user.

The Scrum-agile approach supported project completion when the project was interrupted and changed direction because the agile methodology allows for more flexibility in my approach to development because it uses a step by step approach so changes can be made easier. When dealing with changes in development, Agile makes it too where you may not have to completely start all the way over, instead rearrange the backlog and implement new changes. Since Agile methodology is working closely with teams and product owners along the way, it is easier to get changes in before the project gets too far.

I would ask of the tester how long would it take to update their test cases for the new changes. I would also ask of the product owner for wireframes and/or mock-ups of the screen so that I can better develop in line of what changes they want made. Knowing these things will help me as a developer figure out what features are possible to implement.

To ensure that I get the response that I need, I will send an email with attention to detail in what I am asking. In the email I will be sure to identify the recipient and specific information that I am expecting to receive.

Example of an email that I would send:

To: Christy (Product Owner)

I have taken a look at your user stories and am developing test cases for the different features to determine whether the product passes or fails. I need a bit more detail so that I can use more specific metrics to clearly define my test cases. Can you answer the following questions for me?

User story #1

* Is this for a website only visible on the web or will it also include an application?
* Are these actions performed from home screen or are they already on the website?

As I am trying to get this done in a timely manner please email me back at your earliest convenience.

Thanks,

Roderick Fisher

Daily standup meetings is the one thing that I think will most effectively create openness and transparency within a Scrum Team. Daily standup’s are short and to the point and are also the most frequent Scrum meeting. During daily standup’s everyone answers two questions, what did I accomplish yesterday and what will I accomplish today? The two questions alone bring openness and transparency. These meetings give a space to ask for help or bing to light roadblocks, as well as makes sure that all team members are on the same page.

Azure Boards will help coordinate and increase efficiency within the team. From what I have learned this week, Azure Boards is a great software for Kanban. Kanban is an Agile approach where you order task on cards and a place them on a board essentially. This allows the backlog to be constantly updated and visually seeing where each task is based on the location it is placed. Azure Boards does a great job of virtually doing this.

A communication practice that greatly helped is Weekly sprint meetings. During the SNHU travel assignment we learned during a sprint meeting that the whole concept of the website was shifting to a wellness vibe. We were able to ask questions and get more information on what was expected and the where the project was headed.

Some pros of the agile approach are flexibility, embracing uncertainty, immediate feedback, and less defective products. Some cons of the agile approach are lack of documentation, time constraints, and lack of predictability. I think that the scrum agile approach was the most effective way to complete the SNHU travel project due to changes that came about and the ease in successfully implementing those changes.