CS 250 Project

SNHU Travel

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Applying Roles

The SNHU Travel project consists of Christy (Product Owner), Ron (Scrum Master), Nicole (Developer), Brian (Tester), and Amanda (Client). The Product Owner provides direction, prioritizes the workload and maximizes the product and the team value. The Scrum Master helps the Product Owner in the product backlog management. They help the development team produce high-value products. They solve issues for continuous team progress and facilitate Scrum events. The Developer designs and develops code, participates in peer reviews, and collaborates with the team to produce beginning designs. The Tester defines acceptance tests and criteria, corrects codes and user stories, execute tests and analyze results, and fix issues and defects by collaborating with the team. The Client provides user feedback, ensures products align with their needs through the Product Owner, and prioritize features.

Completing User Stories

In gathering the information for the user stories, the Product Owner held a focus group to interview SNHU Travel customers to ask for their thoughts and opinions on the travel packages. The Product Owner prioritized the backlog with the information gathered and created the user stories.

Handling Interruptions

The Product Owner held a meeting with SNHU Travel management team and they decided they wanted to focus their vacation packages to detox/wellness vacations, since it is a trending market. The Product Owner then met with the Tester, Developer, and Scrum Master to announce the adjustment. The Tester had to update the Test cases. The deadline dates remained the same, the Product Owner had to deprioritize other stories. The Developer began making changes to the product.

Communication

The Scrum Master helped the Product Owner prioritize the backlog. They held Scrum meetings to ensure everyone was meeting deadlines and knew what their expectations were. The daily Scrum meetings shared teammates progress, and the challenges they faced. The Sprint Reviews helped the team collaborate with the Product Owner and the stakeholders in introducing the product. They also met with the Product Owner when the project was readjusted and relayed the new information to the Development team. By having Scrum meetings, the Scrum Master was able to unite the team and build collaboration. They acted as a coach by producing a positive environment that was continuing to improve the product and celebrate achievements. Email was communicated with the Product Owner from the Tester and the Developer when understanding the user stories and test cases.

Organizational Tools

SNHU Travel team used some type of organizational tool, such as Jira or Azure that helps keep the team aligned by presenting a visual representation of timelines and the breakdown of tasks. It can also be used to track the backlog making sure everyone is coordinating. Jira can customize the Kanban and Scrum boards to fit certain frameworks. With Azure boards, management teams can view deliverables and track cross-dependencies between multiple teams. Azure also includes built in social tools so you can communicate with your team easily to enhance collaboration.

Evaluating Agile Process

The pros of a Scrum-Agile approach presented during the SNHU Travel project are flexibility, team collaboration, increased customer satisfaction, and continuous learning and improvement. The cons of the Scrum-Agile approach presented during the SNHU Travel project were customers requesting changes throughout the project, which can impact the project deadline. With a Scrum-Agile approach it is hard to predict the time and the cost of a project early on. I believe the Scrum-Agile approach was the best approach for the SNHU Travel development project because it was a project based on customer’s feedback, which means there is a possibility that the project might change before the final project.