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SNHU CS-250

10/18/24

Module 7 project

**Applying Roles: Demonstrate how the various roles on your Scrum-Agile Team specifically contributed to the success of a project. Use specific examples from your experiences.**

Product Owner:

The product owner for the SNHU Travel scenario worked with the stakeholders and customers to determine the requirements for the end product. Once the Product Owner knows the requirements of the stakeholders, they are responsible for managing the product backlog. This means that they determine the priority order of the work and can change it as needed to meet the requirements of the project. The product owner was also responsible for informing the team of scope changes, new deadlines, and other changes that the stakeholders require.

Scrum Master:

The Scrum Master in the SNHU Travel scenario is responsible for facilitating scrum events such as the daily scrum meeting, sprint planning, and sprint review. The Scrum Master is also responsible for training/coaching the team, providing an environment of continuous improvement, and making sure the team is following the proper scrum practices. In the SNHU Travel scenario the Scrum Master was also the go between for the product owner and the team.

Developer:

In the SNHU Travel scenario the developer is responsible for working as a team to determine what stories to work on first and set a priority for each one. The development team is also responsible for working together in the daily scrum meeting to determine what is holding the team back and find ways to overcome these obstacles. In the SNHU Travel scenario the development team was responsible for making the top 5 destination list and when the scope changed they were responsible for creating a new top 5 list focused on detox and wellness destinations.

Tester:

The tester is responsible for working with the development team throughout the entire process to determine where the software can be improved. They work with the team every step of the way since Agile focuses on creating working code early and often in the development process. In the SNHU Travel scenario the tester would have examined the top 5 destination list and given feedback to the development team. The tester needs a firm understanding of the end product requirements to properly test and ensure that the software meets these standards. They need to have a firm understanding of what each story is supposed to accomplish so they can properly communicate any issues with the development team.

**Completing User Stories: Describe how a Scrum-Agile approach to the software development life cycle (SDLC) helped user stories come to completion. Use specific examples from your experiences.**

The Scrum-Agile approach to software development focuses on creating working code early and often in the development lifecycle. The Scrum-Agile approach encourages daily face to face meetings and transparency throughout the entire process. These help the team to better communicate their roadblocks and work together to overcome them. The team works together to determine which user stories should be worked on first and create a priority order to work on. The sprint review process also helps the overall project come to completion because it encourages the team to evaluate their work and try to find ways to improve their processes. In the SNHU Travel scenario the development team produced multiple top 5 lists. First as a single page, then as a slide show, and finally as a slide show focusing on detox and wellness destinations.

**Handling Interruptions: Describe how a Scrum-Agile approach supported project completion when the project was interrupted and changed direction. Use specific examples from your experiences.**

The Scrum-Agile approach can be very helpful in handling changes in scope and direction in a project. Since it focuses on breaking up large projects into smaller chunks and producing working code early and often, changes in scope have less of an impact over other methods such as the waterfall. This allows the teams to better adapt and use as much of their completed work as possible. An example of this is when the product owner wanted to shift the focus to detox/wellness vacation packages instead of a basic top 5 destination list. This was easily implemented because of Agile’s practice of producing working code early and often. With a few minor changes to the code the development team was able to shift to the new scope and meet the product owners requirements.

**Communication: Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Explain why your examples were effective in their context and how they encourage collaboration among team members.**

Sample email from the product owner to the scrum master:

Dear “Scrum Master”

I wanted to inform you of a change in scope for the SNHU Travel project. The stakeholders would like to shift the project’s focus to a detox and wellness-based vacation package instead of a customized destination list. I know this will cause a shift in focus, but it is our hope that we will be able to meet the same deadline even with the shift in scope. I will set up a meeting with you to go over the exact requirements and please let me know if you or your team have any questions.

Sincerely,

“Product owner”

Sample email from the Scrum Master to the development team and testing team.

Dear “Development Team and Testing Team”,

I just received word from the product owner that the stakeholders would like to shift the focus of the SNHU Travel project. I do not have all of the details yet, but it looks like they want to shift the focus to a detox and wellness focus. I am working on a list of questions for the product owner and if there are any questions you have, please let me know so I can bring them up. In the meantime, let’s start by reexamining the top 5 destination slide show and edit it to reflect a focus on the change in direction.

Sincerely

“Scrum Master”

Sample email from the development and testing teams to the Scrum Master.

Dear “Scrum Master”

I understand that we are shifting our focus to a detox/wellness focused approach and wanted to follow up with a few questions the team had regarding the shift in direction. Is the timeframe for the project still the same or does this move the deadline? Do you have more information about the detox/wellness destinations such as general health or recovering from substance abuse? Is there going to be more feedback from consumers to alter the scope again? Would the stakeholders like the same slideshow format or a customized list based on the reason for a wellness vacation? We have already started working on the shift but wanted to ask these questions before we ran into issues.

Thanks,

“The Development and Testing Teams”

The email from the Product Owner to the Scrum Master shows good communication because it informs the Scrum Master of needed details but also offers a forum to discuss these changes and ask questions. It gives the Scrum Master enough information to get his team started but also allows time for the team to come up with questions and sets a future meeting to discuss.

The email from the Scrum Master to the Development and Testing teams shows good communication because the Scrum Master is acting as an information conduit from the Product Owner to the Development and Testing teams. The Scrum Master starts by indicating the change in direction, follows up with asking the development and testing teams for any questions they have, and ends the email with an immediate action plan to get the team started.

The email from the Development and Testing teams to the Scrum Master shows good communication because it askes follow up questions before the team runs into roadblocks and indicates that the team has already started working on the shift. It lets the Scrum Master know the team is actively working on the change and gives the Scrum Master needed questions to follow up with the product owner.

**Organizational Tools: Evaluate the organizational tools and Scrum-Agile principles that helped your team be successful. Reference the Scrum events in relation to the effectiveness of the tools.**

There are multiple scrum related tools and practices that can help a team be successful. The daily scrum meeting is an excellent tool because it encourages face to face communication, allows the team to share their progress, and assist each other with obstacles they face. Sprint planning is an extremely important step in the Agile process as it is where the team examines the steps they need to complete, set priorities for each story, and determine which to work on first. The Sprint review is also key in constantly improving the team’s processes. This allows the team to look at previous sprints and evaluate what went right, what went wrong, and what they could have done better. This can be extremely helpful if the feedback is taken and applied to current/future sprints to ensure the team does not make the same mistakes repeatedly.

**Evaluating Agile Process: Assess the effectiveness of the Scrum-Agile approach for a specific project. Address each of the following.**

* **Describe the pros and cons that the Scrum-Agile approach presented during the SNHU Travel project.**

Pros:

The Scrum-Agile approach allowed the team to shift easily when the product owner changed the scope in the SNHU travel project. It allowed the team to keep the same timeframe with the new requirements. The Scrum-Agile approach allows a smaller team to get bigger projects done more effectively because it breaks down the project into smaller chunks as seen with the SNHU Travel user stories assignment. This allowed the team to set priorities for each story and pivot in a new direction easier as needed.

Cons:

One major drawback to the Scrum-Agile approach is that there needs to be some level of experience within the team for it to function properly. In the SNHU Travel example the team needs to know how to implement the feedback from the consumers and what to change with the new requirements from the stakeholders. Another major drawback to the Scrum-Agile approach is that it can be difficult to scale. Properly scaling this model requires a lot of communication among different teams and can be difficult to keep everyone on the same page.

* **Determine whether or not a Scrum-Agile approach was the best approach for the SNHU Travel development project.**

I think the Scrum-Agile approach works very well for the SNHU Travel project. It is the best methodology for this project that I am familiar with for a variety of reasons and has many advantages over the waterfall methodology. It allows a smaller team to break up a bigger project into smaller manageable chunks, it focuses on daily meetings to make sure everyone is on the same page, it allows the team to pivot in a new direction much quicker if the scope changes, and it encourages the development of usable code early and often in the development process.

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