# CS 250 Module Final Project

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Throughout the course of this project, every member of this team has greatly contributed to the overall success of the new SNHU Travel project. Starting from the guiding force, the Product Owner was able to communicate with the clients and customers to lay out expectations and asks. They manage the product backlog, which is essential for keeping the project on task and completing things that need to be done.

While the Product Owner “owns” the backlog, the Scrum Master assists in managing it. Through agile, priorities can change, a Scrum Master can help analyze and reorder the backlog. They also act as a coach and mentor for the development team. Another crucial task of the Scrum Master is to lead and organize meetings. Without daily standups, retrospectives, etc., the project simply would not be as successful.

The software developers were vital to the completion of this project. Doing the day-to-day work of the project, they are responsible for the development the project. They must take a task from the User Stories and make it into a reality. They have to think through each ask and make that into something workable.

Finally, the testers do a thankless, yet so important job. They go through the User Stories and verify each expected result is working. They need to verify that each step works and is actionable. They must also be willing to push and ask for more from different members of the team, as appropriate.

User stories are helpful to the Scrum Team because they provide the pathway to completed portions of a project. Each user story breaks up a larger project into individual pieces that can be handled by a Team Member. They also let the Development Team Members know when that portion of the project is done, by completing all components of that ask. For example, the User Story being created and then curated, the Development Team knows what to create and the Tester knows what actionable items to check for.

In this project, we were informed about halfway through that the ask was now to create a slideshow format for the top destinations. Since this was not an original consideration, many of the steps in the process did not revolve around this. Luckily, through the Scrum-agile approach, we were able to change the User Stories and Product Backlog. Waterfall approach would not have adjusted as well for this type of interruption.

Below you will see an example email of when I addressed the Product Owner about the above change. Since the slideshow format was much different, it was important that we redirect the project from where we were. We had to prioritize this change, as it changed the project, drastically.

*Dear Christy,*

*I have reviewed the user stories submitted, along with the wireframe that you supplied. I have a few questions and notes that might help this project along. I believe most of the team was unaware of the new slideshow format that you presented. This changes how we might approach testing. I have made a few notes on the revised user stories of how this impacts testing. I will additionally lay them out below. I additionally think that we could have more thorough user stories if we asked the customers a few additional questions. I believe finding out the “why” behind each ask might get us a better product in the end.*

***User Story One***

* *The vacation types will need to appear on the slide. This could be in the information below, next to the verbiage, or in the top right corner.*

***User Story Two***

* *This can stay the same. The user profile would not be part of the slideshow, but part of the overall site.*

***User Story Three***

* *This is an additional ask for the slides. Prices will need to be added on the slide as well. It can go in the opposite spot of the vacation types referenced above.*

Above, I have mentioned many crucial organizational tools in the Scrum-agile approach that helped this project’s overall success. Namely, the User Stores and Product Backlog. These tools are so effective because of the approach, not necessarily by their surface function. Because an agile approach is adaptable, these tools are more malleable than similar functions in other approaches. They are able to be reprioritized to accommodate change through the principle of responding to change.

There are many pros of adapting to an agile approach. As we stated above, it allows for change. This was vital in this project because with a waterfall method, we would not have been able to adapt to new requests halfway through the project and would have had to start from the beginning. It also helped with the short timeline of the project. Since we were on such a short deadline, it helped us approach the project much more lean. I believe the only con to this methodology is that some might find it outdated. Knowing several friends in software development, they are much more favorable to the Kanban method. For the above reasons, I do believe that Scrum was the best option when comparing to a traditional waterfall method. It was a better choice overall.