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February 24, 2024

CS-250

Final Project

The heart of SNHU Travel relies on the team around it and the different roles coming together to make this travel project a reality. The teamwork involved is truly unmatched, with very few mishaps. Through communication and user stories, the team can see what must be done, what to prioritize, and within what time frame. Even when faced with changes, the team was able to tackle the problem, talk about solutions, and discuss what is needed from each other to get the project back on track. The effectiveness of the team has skyrocketed with this Scrum shift, making us feel like a dynamic, small power team.

Each member of the team had a huge responsibility in achieving success. Starting with the Scrum Master, who facilitated Scrum meetings for the travel project. They held 15-minute daily meetings to get everyone on track and ready to work on different tasks. They were able to provide clarity on different features of the travel site effectively and efficiently for the team, smoothing the transition from meeting to development. The developers were another role that participated in the daily Scrum meetings and were the main doers of the project. They wrote the code and made use of user stories and different tools to complete them. An example of this is the price range slider that a customer believed would be useful; the developers were quick to act. Next are the testers; without them, the program wouldn't run as it should. They are the safety net of the project and give the developers the ability to move on without the worry that the project might crumble from bugs. Lastly, but not least, is the Product Owner. The Product Owner was the bridge to clientele and the business. They were able to speak to the clients and meet their needs. The Product Owner is the only reason user stories can be created and curated for the users. For example, the ideas of putting links to see the top five destination list or to view previous travels were added directly to user stories at the request of clients, as explained by the Product Owner to the rest of the team.

These roles work together seamlessly because of the Scrum-Agile approach. The roles are designed for this approach. First, the client explains their wants and needs for the project. The Product Owner is then able to communicate these needs in a nuanced and Scrum-oriented way to the team. The Scrum Master and Product Owner collaborate to plan accordingly. Since creating a site of travel deals means anticipating potential changes, the use of Scrum became even more apparent.

First, the Product Owner meets with stakeholders or clients to discuss desires, goals, and features for the travel site. In this project, these features included a minimum and maximum price slider for filtering listings, different options for viewing listings (such as previous or top 5), and a "hot deal" section. These features are then crafted into user stories, containing different categories and qualities. Stack ranking is used to prioritize these stories based on value and complexity, matching this with time estimates for completion. The team then holds a meeting to discuss the goals for the sprint and define what constitutes "done." After sprint planning, the developers start working on the user stories, prioritizing the most important ones. Along the way, they ask the Scrum Master for clarification and communicate clearly with testers about different requests. The developers address any concerns that arise with the help of the testers. The team's strong communication skills ensure smooth progress with minimal mishaps and delays.

Scrum's key advantage is its model for easy communication integration. Its abundance of planning and meetings allows developers, testers, and the Scrum Master to understand the project landscape and know what's happening. Not only do meetings play a vital role in communication, but so do tools like user storyboards and email. A good example is how the developers, testers, and Product Owner used email. The developers couldn't fully grasp the clients' needs for the price filter slider. They didn't know the best design choice and sought input from the Product Owner, as the person with the most direct knowledge of the clients' wishes. The developers also needed help testing the feature to ensure it worked perfectly before moving on. This demonstrates good communication within the team and the developers' care in getting the feature right, maximizing the project's quality through Scrum.

Scrum's ability to adapt to changes without much delay is one of its main selling points. Mid-way through the project, the Product Owner believed the site would be better if travels were curated towards meditation and mind wellness. While this wasn't the easiest change, it added a few items to the team's to-do list. The developers met with the Scrum Master to discuss re-prioritizing the backlog and what changes needed to be made while maintaining sprint durations. The testers also worked quickly to get these changes implemented without bugs, making the process seamless. This is a big step up from a method like Waterfall, where planning happens entirely upfront. If a major change like marketing had occurred in the Waterfall project, significant delays would have been necessary to maintain quality.

To conclude, Scrum-Agile is truly the best choice for project success. The various roles worked together fluidly to get the wants of clients and stakeholders into the project quickly and efficiently. The team showed a high capacity for work, and through effective communication, they worked like a well-oiled machine. Even with slight delays, the team was able to regroup and address each other's needs.

Work Cited

Donato, H. (2023, January 3). *What Are The Phases Of Scrum?* Www.workamajig.com. https://www.workamajig.com/blog/scrum-methodology-guide/scrum-phases#:~:text=Scrum%20is%20an%20Agile%20project