During the entire process with the client, SNHU Travel, the entire team helped contribute in their own unique ways, resulting in a fantastic final product. The Product Owner, Owen Productis, spent a wonderful amount of time with the client understanding what it was exactly they wanted and asked the right questions to expose the further relevant information that we needed to create the best product possible. The Scrum Master has taken on the task of keeping the team on track towards the big idea of the product and helping push the team in the right agile direction and facilitating communication between the development team and the Product Owner to obtain information to better understand the product as a team. Our Developer, Daniel Dever, created impactful bite size chunks of the project enough to maintain the backlog of features and create meaningful forward progress. Daniel couldn’t have made it far without also mentioning the wonderful user stories that the Product owner created and then our wonderful Tester, Timmy Test, created to verify the features that were developed met our goals for those features and without both the user stories and user test cases there wouldn’t be an end product to begin with.

During the discussion and design process of the user stories the Scrum-agile approach to SDLC helped them come to their best version because of the nature in which Scrum works. We go through a process of discussion of the features, development of the features, testing of the features, reviewing the results of the features, then lastly adapting to any changes for the features that arise. With the ability to adapt and not do everything needed all at once like the waterfall method we are able to come up with solutions quickly that may not account for everything and then iterate later to make up for those. For example, the team was able to create some great user stories with the information obtained by the Product Owner in their meetings with the client to then decipher that information into useful information in creation of the user stories and then later use those as reference points to create new user stories related to the vision pivot of the product. It can’t be stressed enough that the fact we can go back and adapt allows for the end product to just be better tenfold.

Whenever the project was interrupted and changed direction the Scrum-agile approach I feel supported project completion perfectly. The reason being has to do with the main reason Scrum-agile is so enticing which has to do with the ability to adapt in real time. For example, whenever the client wanted to pivot from just the hottest top 5 destinations towards the hottest top 5 rehab and mental health beauty landscapes. Scrum-agile allowed us to get this feedback right away and iterate on the software already developed and make some minor changes to address this new vision. Another good example being the constant iterate and development in general which Scrum-agile just allows anyways because that’s how it works. To even be able to get to a point to make the previously mentioned vision pivot we were able to go through a cycle of discussion, design, implementation, and testing to get the client what they wanted in the end. Without Scrum-agile the process to begin with would have been single minded with a traditional waterfall development lifecycle and would have been double as expensive because of the way the waterfall method works.

Our team was able to communicate effectively by utilizing Affinity Grouping to help maintain a good idea of the features within the backlog and daily stand-up meetings with daily retrospectives so everyone within the team knew what everyone was working on and understood each individual’s level of understanding of the feature their working on. While also maintaining cross communication with the testers and product owner via email for clarifying questions related to creating a better product. A good example of this is whenever our developer needed to know more information about the use case stories the Product Owner created and then also needed accurate tests created from those stories.

While researching a lot of great organizational tools the team unfortunately didn’t find one that fit our needs specifically, but we learned about a lot of great tools that could be used in the future like JIRA for example. We did however utilize Affinity Grouping for gauging impact and time estimation of backlog features in comparison to one another. The main two Scrum-agile principles that we liked to attest to our success have to do with iterative development and team communication.

Instead of listing a bunch of pros and cons I’d like to just highlight what I think is the biggest pro and biggest con of Scrum-agile. The pro being that you can adapt and iterate on development at any point the client feels, or the development team sees something that was looked over earlier and in my opinion is it the best thing about Scrum-agile. I also like to think the main con of Scrum-agile is that of the learning curve and time needed to fully understand it to work well in such an environment. For example, I have been learning it over the past month or two and just feel like my feet are wet with the official principles and understanding.

I believe that Scrum-agile was the way to go for the SNHU Travel Project just because of the type of project it could have been and the pivot point later in development is a good example of that. However, like I did mention before if the waterfall method had been used the timeframe would have been longer and the budget would have been most likely double to account for a revamp of the system since technically in the eyes of the waterfall methodology, they would be two separately different projects that require separate project life cycles.