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CS-250 Software Development Lifecycle

7-1 Final Project Submission

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The success of the SNHU Travel project relied on all the team members of the Scrum-agile team to be engaged and committed. Without their roles and their understanding of their responsibilities, the project would not have gone as smoothly as it did. As the Scrum Master it was my responsibility to act as the servant leader to the team and the client, with the goal of delivering a product that is aligned with ChadaTech’s values and business objectives. To make this possible, I facilitated several scrum events such as the scrum planning meeting and the daily scrum meeting to track progress and address any challenges. I worked closely with the product owner who is responsible for product management, managing the product backlog and involving the stakeholders and end users in the backlog. An example of this throughout the SNHU travel project would be when the product owner met with the user focus group to discuss their wants and needs from the project. With this, the product owner took the details from this discussion and developed user stories that the development team used to develop the deliverables. The development team’s responsibility is to handle the workload of the deliverable product, this will include both development of the product and testing to ensure the product meets the client’s needs and is bug free. Throughout the SNHU Travel project our developers updated the code for the top travel destination list, with images and destination titles and descriptions.

To complete the user stories, the team followed the agile approach to the software development life cycle. The cycle consists of the following phases, concept, inception, iteration, testing, release, maintenance. Following a Scrum-agile approach to these phases offered a more structured approach that encourages flexibility and collaboration. In addition to this, it also encourages constant improvement and progress. An example of this would be when the product owner met with the focus group and developed user stories. Through the Scrum-agile approach, the team was able to understand and prioritize each user’s story. Understanding and prioritizing these user stories encouraged the focus to be on quality of completion in each story and still be able to continuously release deliverables to the client, as opposed to at the end of the sprint.

As expected in any project, things can be interrupted and possibly change direction. We experienced this within the SNHU project when the requirements of the product changed to a slide show format. This required a change in code and a different approach to how the user stories were tackled. Using the Scrum-agile approach, we were able to be flexible with this change and quickly analyze the requirement, plan for it, design and then have the development team make the necessary changes. Without the Scrum-agile approach to the software development lifecycle, the lifecycle would need to start from the beginning, extending the length of time taken to complete the project.

One of the highlights of the Scrum-agile approach is the collaboration that is encouraged throughout. For the product to be successful and avoid additional challenges, communication must be effective and transparent. An example of effective communication was when contacting the Product Owner and Tester from our team. Our team needed further details on User Story #3. I completed an email to these team members asking specific questions such as “Would this list be in addition to the Top 5 Destinations list, or would the Top 5 Destinations list be based on the user’s profile?” and provided the file of the user stories for their review. Asking these questions clearly and concisely, exercises effective communication and encourages collaboration from the other teams. Doing this through email also allows us to communicate quickly to keep the motion of the project.

One of the Scrum-agile principles that supported our team through the SNHU travel project was Empirical Process Control. The three aspects of this principle is transparency, inspection and adaption. Transparency encourages visibility of all aspects of the project including its progress. Having this transparency will decrease the risk of misunderstanding and mistakes. Inspection, allowing time for review of all development throughout the process to ensure that it aligns with the project’s goal. Adaption, which encourages flexibility when there is potential change for the project. The effectiveness of this tool can be seen throughout the SNHU project. The Empirical Process Control supported the team when we encountered a change within the product. We were able to be transparent with what was needed and equally transparent with our communication with the client. We prioritized inspection to ensure that even with this change, we were still delivering a product that aligned with the initial goal. And we were able to adapt within the SDLC using the Scrum-agile method. A tool I would be interested in utilizing for this project would be JIRA. This tool can assist with project management that could be used for issue and progress tracking. This could have been useful throughout the process to encourage collaboration. Our team members could use JIRA to follow the issue log and collaborate with other team members if they realize that there is a challenge they are facing, rather than waiting for the daily scrum meeting.

Using the Scrum-agile approach for the SNHU Travel project, we encountered both pros and cons. We found it was most effective with its flexibility. It allowed us to address and make changes to the project, plan and quickly adapt to successfully implement requirement changes. Another pro of this approach is the continuous progress and transparency of the progress being made. A con of this approach is getting team members coached on the Scrum-agile who are not familiar. There can be a learning curve when coming into a team who is already invested in Scrum-agile. I believe for the SNHU travel project; the Scrum-agile approach was the best approach.