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CS-250-X2119 Software Development Lifecycle

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Module 7: Sprint Review

Through out the development of this project the Scrum-agile approach has allowed the team to tackle many issues presented during development. These issues can include changes such as a change in the scope of the project (what the software is intended for), a change in direction (how the project will be completed), or even a change in the mood of the stakeholders (the owners of the project).

To address these problems the agile approach calls for a solid team to be built. The Product Owner acts as a proxy for the stakeholders when interacting with the team, and vice versa. The product owner also sets the individual goals/milestones to be met through organizing the backlog. The Scrum Master’s role is to set the team up for success by enabling an environment that is conducive to both project success and overall team cohesion. The Developer builds the project and adjusts based on constructive criticism and project needs. Testers measure both the quality of the product and the end user’s experience. Testers also provide valuable feedback which can improve the end user’s quality of life and the overall success of the project/product.

User stories, ascertained through the product owner, provide invaluable points of reference which can then be incorporated into the project. An example of such an instance is when the project initially listed only the blanket *Top Search Results*,with the implementation of user feedback the top results were able to be filtered to cater to that specific customer’s experience. The catered results do not have to be complex, but can include location, vacation type, price ranges, and even discounts.

When changing the direction of a project, agile allows for quick and measured adjustments. A similar scenario found within this project is when the presentation of the list changed from a static window, which contained all the windows and could be scrolled through, to a fixed window that would cycle through the images using buttons.

To facilitate such a rapid change agile has two major tools to enact the change and remain transparent both, to the team and to the stakeholders. The first is regular meetings, held at the same time everyday. During these meetings team members will state their goal for the day and describe how that goal contributes to the overall project. This allows the individual team members to stay on the same page and ask for help if need be. The second tool used to effectively communicate is email. Email is useful because it allows teammates to exchange information, even when they may be unable to be reached, and allows a record of communication to be kept which could be used for future documentation. An example of such correspondence is as follows:

Dear Product Owner and/or Tester,

As you are aware, we recently shipped our most concurrent version of the project. I was wondering if you, based on your interactions with the software/users, would have any input regarding improving the overall user experience. Remember, no idea is a bad idea. Please try to be as specific as possible. I am sure we will be able to work something out which everyone will be happy with.

Regards,

Developer

Within the email the developer is able to clearly state what they are asking for and is even able to ask for any additional input.

Organization is also important, visual goals and progress are beneficial for both team moral and stakeholder confidence. Azure boards can help with this by allowing the team to visualize current tasks and progress.

The Scrum-agile approach has many benefits to be utilized when applying it to a project. These benefits include a diverse range of talents and opinions when addressing problems through out the development cycle, this is due to the formation of a team. Agile can react to changes in requirements through envelopment because of its flexible and short cycle time; a cycle is the team’s attempt at an answer to a problem through the creation of a prototype. One of the few cons of using the Agile process is that sometimes there are teams that will not function properly because people do not want to work together for any number of reasons.

The use of Scrum to approach the SNHU Travel development project was an appropriate one. This is because the waterfall approach would have taken too long to build and incorporate feedback with. The scrum process allowed the team to address changing platitudes and meet the demand for new/better features regarding the final product.