**SDLC Final Project**

**Drew Shepard**

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The Product Owner contributed to the Scrum-agile team by communicating with the stakeholders and setting up meetings with potential users of the SNHU Travel website so the team could get an idea of what the user is wanting to get out of the website.

The Scrum Master contributed by helping the team stay organized and stay focused on project completion. They helped organize daily scrum meetings so the team could talk about what has been accomplished and what needs to be accomplished and what may be causing any issues that may be slowing down the development of the project.

The Development team contributed by communicating with each other so that everybody could stay updated on the project so that they would not fall behind. If any issues were found, like someone being unable to perform a task, the team came together and helped each other by performing pair programming.

Using a Scrum-agile approach the development team was able to use tools like a scrum board that gave the team visibility of the project so they could always see where the project was in development. This helped the team see the whole picture which allowed them to complete the user stories effectively.

When interrupted by changes during the development of the project the team was able to quickly make changes to the code which allowed for the changes to take effect. Using an agile approach made this possible because when using agile the development team frequently turns in code which can be quickly changed to adjust the project when needed.

The following examples of communication between the development team were effective because they were written in a way that not only communicates professionalism but also shows the recipient that we are a team and can only finish the project when everyone has completed their part.

**Email:**

Employee,

I am creating the test cases for the user stories that you created. I need more detail in the acceptance criteria so that I can create a better test case for each one. Can you give me more points to use so that I can create a better test case? Such questions as:

* Location names
* Does the user want to be able to set certain prices
* Does the user want to be able to see the list from cheapest to most expensive

If you can get me this info that would help greatly in creating the test cases to help produce the best product.

Thanks,

Tester

**Email:**

Product Owner / Tester,

I need more information on the new plan that was just requested. From the product owner did SNHU travel request this? And how important is it that we make it look like this? For the tester can you run a few tests to see if this application would be good running like this?

Thanks,

Developer

The organizational tools that helped the development team be successful were the scrum board and the user stories. With the daily scrum meetings, the team was able to effectively communicate and move jobs posted on the board further down the process to show further completion of the project allowing everyone to know exactly where the project was in development. With the user stories, the team was able to see what the users wanted the website to do and were able to communicate with each other to accomplish these goals.

The pros to using a scrum-agile approach are the ability for the whole team to see where the project is at any given time and can see who needs help. Using a scrum board helped with the organization as well. The agile approach helped most during the changes that needed to be made in the project.

The cons to using a scrum-agile approach are all team members are counted on to complete their jobs but if they are absent or leave the team during the project it can cause a lot of problems for the team members who are left. The agile approach expects a strong commitment from the team members which could cause issues if not all of the team members are willing to work with a scrum-agile approach.

The scrum-agile approach was the right decision for the SNHU Travel project because it allowed us the ability to speak with end users and build user stories to help with the development of the website. It also allowed us to make quick changes when the layout of the website needed to be changed. If we were to use the waterfall technique we would have to scrap the whole project and start over from the beginning when the changes to the layout were made.