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7-1 Final Project

1. Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.

Having different roles allowed for work to be distributed and accounted for more efficiently. For example, having a team member or stakeholder set up a goal of wanting travel locations to be recommended automatically according to user profile preferences and a team of developers setting up a modular codebase allows for faster implementation of new requirements. To be more specific, in the SNHU Travel project, when I, the developer, was required to modify the listing of travel locations and images, due to the modularity of the codebase, it was as simple as changing strings of characters and replacing images by downloading and referring to their locations in the code.

1. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.

A user story, being told in the perspective of an actual user and not a developer meant that I could estimate the difficulty in implementing the new features and quickly set up a priority list so that I can use my time efficiently when coding.

1. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.

The project was not interrupted in that development was not stopped, but as mentioned before, I was asked to modify the images and locations, and because the code was modular, modifying the feature was easy. Unfortunately, test cases were not written, but if they had been written, I would have been able to write more stable code.

1. Demonstrate your ability to communicate effectively with your team by providing samples of your communication.

The user stories created were clear and yet open ended, that is, they did not express how a feature is to be implemented, but rather what user experience is desired from implementing the feature. This was the way of communicating across the team that had the most impact as in a way it kept reshaping the ultimate user experience desired from the application.

1. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.

Sprint planning helped set up realistic goals due to these goals being small and thus manageable. The goals combined with the timeline (usually around two weeks for the sprint) helped with preventing overloading developers with tasks and instead placed their focus on smaller, achievable features to implement.

1. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.

It is difficult to find cons in the scrum-agile approach for the SNHU Travel project. I am very appreciative of smaller goals, modular codebase, constant testing, and daily communication and transparency in the workplace. I think that the scrum-agile approach was the best one for the SNHU Travel project given that it was clear new features and changes occurred frequently. A waterfall approach would have interrupted development in light of these new requirements.