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2/17/2023

CS-250 Software Development Lifecycle

Final Project

Agile Development with SNHU Travel

This last sprint has been challenging for our team but in spite of that I believe it was a success. Part way through our last sprint we altered our goals and still we delivered a final product that satisfied our clients changing vision of the product. By implementing Agile software development techniques, we were able to reevaluate our clients needs and adjust our plan to meet those needs. Each member of our team was needed to rise to the challenge and by working together we were able to complete our task and deliver our product to our client.

First and foremost, our Product Owner help collect User Stories. Our Product Owner was able to collect feedback from our users and translate their feedback into User Stories or features for our program. By collecting these feature requests, we were able to formulate a plan and determine how to deliver the optimal product to our user base. Our Tester was then able to determine how to evaluate our program to determine if we are delivering the product that the user has requested. When evaluating our product, we need to determine if we are satisfying the users. If we were failing to meet or exceed the expectations of our users, we need the test to help determine what exactly we need to add to reach ensure customer satisfaction. Our Developer is then able to create the software that has been outlined by our Product Owner and our Tester. The Developer is responsible to implementing changes using best practices so our product will be able to be changed in the future if needed. Now that we are at the end of our sprint it is my responsibility as the Scrum Master to manage our product backlog and determine if our sprint was a success. With all of us working together within the Scrum team we are able to effectively and efficiently develop our program to meet and exceed our goals.

During this recent sprint we were able to satisfy some of our user stories. While some of them changed towards the end of the sprint, we were still able to deliver a functional product that will satisfy our users. One in particular is filtering vacation packages by type. We were able to determine that spa packages were a vacation package that our customers wanted to see. We then were able to make a slideshow showing them our most popular vacation packages and to help them choose the vacation that is right for them. Additionally in this slideshow we were able to show them the price of the vacation packages to give them more information to make a decision. Most families have specific budgets when determining which vacation package they would like to purchase. By showing the price of vacation packages we are informing the user which packages are and are not within their vacation budgets. Both of these important changes are beneficial to SNHU travel and their userbase. We would expect SNHU travel to see a positive increase in sales in the coming months based on these changes to their platform.

As stated previously, during this sprint we had some unforeseen challenges. During our sprint our Product Owner met with the client to discussion our project. As a result of this meeting, we had a new requirement of our program. Our client wanted the program to show a list of their Detox and wellness packages to the user since their research has show in the upcoming vacation season there is a substantial amount of interest in these packages from their userbase. While this is a relatively minor change, we wanted to include this update in the current sprint. Since we have implemented an Agile development process, we were able to include this change within the program during the sprint. This is one distinct advantage the Agile methodology we implemented has over the traditional Waterfall approach. When developing with Agile we are more flexible in the implementation of our program. With Waterfall if we had already completed all of the development of the slide show and were moving on the next major section it would be more difficult to make this change. With agile we simply needed to remove placeholder data and replace it the data requested by the client. This leads to minimal waste as this was a task we were already planning to perform in the future.

Throughout the sprint we were able to maintain an effective flow of communication between team members. The simplest and most effective line of communication is the daily scrum meeting. This an effective way to facilitate constant communication between team members and to keep everyone one the same page about the state of the project. We also implemented a Kanban board and kept it updated throughout the sprint. With the Kanban board we are able to visually show every task that is still to be accomplished prior to the end of the sprint. We have also made significant progress in helping other team members and sharing knowledge. In previous scrum meetings I noted that when a team member was unsure of their effectiveness on a task, another team member reached out and offered to help or proposed pair programming. Not only does this ensure a high-quality product now, it also gives that team member the opportunity to learn and prepare for projects in the future of the team. As many of you know communication is a vital part of the Agile development progress. By utilizing these methods, we have made a wonderful start within the team to provide the best possible environment.

With our challenges during this previous sprint, I am happy to report that throughout the sprint we were able to keep a high level or organization. I like to think of organization as an investment. We invest time into organization in the beginning of the project and ultimately save tremendously more time throughout the life of the project. Specifically, the Kanban board mentioned before, is a large time commitment to break up the task and organize them by importance, but during the project is a wonderful tool that helps us progress in a meaningful way. With the organization standards we continued to keep during the sprint we were able to make changes while keeping wasted effort to a minimum. This is another clear advantage that Agile has over the traditional Waterfall method. When we need to pivot our tasks to include other features that are needed for the client there is typically less waste involved in making these changes with Agile.

When looking at our last sprint there is one resounding point, I would like our team to keep in mind. Our Scrum-agile development method is working. While we had changes in this sprint with the changing requests, we were still able to deliver for the client and the team. One of the most challenging parts of working on a team is changing mindsets. We all need to continue to innovate and adapt. I believe Agile is a great framework to base our development process on, but we also need to constantly be thinking of ways to improve our team. Communication is always welcome and we need to be open and receptive to improving out team whenever possible.