Throughout the course of this sprint, we have made great strides in understanding what the client wants and needs from us to make their product work as intended. We have made sure to place communication first in our development process, which of course required us to communicate with the client at various points through this sprint. As communication was an important factor for our mission, we decided it would be best to follow an agile development structure as opposed to more one-sided methods like waterfall. The agile method helped us to understand what the client needed from us and helped us to create a first iteration of the product that covers the basic necessities of the client.

The structure of our team helped us to adapt to the changing demands of the client, and maintain a sense of priority in both the client and the team. Ron, our Scrum Master, led the team excellently. His guidance in the overall direction of the team was paramount in completing a successful sprint. Nicole, our developer, helped to do the grunt of the work in creating the actual product. Not only did Nicole help create the product, but she also refined it with the help of the team. Brian, our tester, was instrumental in providing feedback to Nicole on how to better implement the desires of the client, and Brian helped to insure that the product worked in various strenuous conditions that it could encounter.

Utilizing a scrum-agile method also helped us to incorporate, decipher, and prioritize some of the user stories we received and created. The scrum-agile method helped us to make sure that the user stories contributed necessary, meaningful information to the product’s development and were highlighted and prioritized. It helped to ensure that lesser important stories were not placed as a priority, which would have taken up valuable time and resources from the project. By prioritizing these user stories and ranking them by size or difficulty, we were able to ensure that these stories were the most important and realistic stories that would be implemented for the customer that would fit into our plan. While the agile method is flexible, a time limit is still at hand, so reasoning must go into every decision made.

The scrum-agile method also helped the team to maintain a sense of adaptability in the work. When the client introduced a new and unexpected request for the final product, we were able to respond in an effective manner. If we had utilized another development cycle, like waterfall, our work would have likely come to a screeching halt. Instead, we received the request and were able to largely implement the request naturally without reiterating over previous work or starting the project over again. The open communication with the client of course opened the door for these unexpected requests, but it was a necessary element to endure in order to present the client with a first iteration of the product that they could possibly be happy with.

The communication with the client was an element of the project that was exceptionally pivotal in the successful completion of the first iteration. However, the communication among teammates was also exceptionally important. We regularly met with each other in-person through a slideshow medium. This allowed the team to share information openly and easily without possible interference from technological issues or other limiting factors. This ensured the team was constantly on the same page and that nobody was operating under false assumptions or without the necessary knowledge to do their job.

One of the most paramount organizational tools that the team used, which we have not mentioned yet, to help ensure everyone was on track and using the most up-to-date information was Github. The team maintained a remote repository on the online web service known as Github, which utilizes the Git coding language to allow users to maintain a remote and local repository for their given project. The use of the remote and local repository ensured that all files among team members were correct, updated, and viewable for all members. The use of Github also helped us to return to previous iterations if necessary, such as, if the client preferred a presentation of the product previously seen instead of the current implementation.

Overall, due to the concepts and values outlined in a scrum-agile approach to development, the project was successful. The use of such a development cycle presented many benefits to the overall development process. The most considerable of the benefits that the scrum-agile cycle allowed for was the open and constant communication between the team and the client. As previously mentioned, the communication between the client and team was exceptionally instrumental in the successful creation of the first iteration of the product. The scrum-agile format also allowed the team to adapt to change, whether it be expected or unexpected, in an exceptionally effective way. Other development methods certainly would not have provided these paramount benefits that became a cornerstone of the structure and stability of the project. However, the scrum-agile development cycle did present with some drawbacks that could have been avoided in other development cycle options. The constant communication and interaction between the team and the client meant that the team was unable to predict what kind of demands would be expected of them from one communication to the next. The development cycle also required team members to remain on the project throughout the duration of the sprint, which could have been problematic if a staffing issue had arisen. Replacing a member of the team and getting them up to speed would have taken significantly more time than if the project was more predictable. However, these downsides do not distract from the fact that the open communication with the client is exceptionally important in any development environment where the product needs to be responsive to change. This makes the scrum-agile development cycle that the team followed a great match for the requirements of the project.