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*Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project. Be sure to use specific examples from your experiences.*

The various Scrum agile teams not only helped me with the SNHU Travel project, but it’s also helped me realize that things need to be structured when it comes to doing projects with other people. All of these roles really opened my eyes to the way things are when it comes to the programming business and how these big time companies operate like Amazon with the ‘Two Pizza Rule’. This in tune contributed to the success of my SNHU travel project because it had me thinking deeply about the way everything is set up; Scrum Master, Product Owner, Testers, and Team Developers are concepts that I will be using forever now. This isn’t the only thing that really stood out to me though, through my SNHU Travel project and this class I realized that there’s so much more than just programming when it comes to being a Developer. You have to be a team player and co-operate with the rest of your peers to successfully create a project. I believe that this stood out to me the most and made me realize that we as a community have to each put in effort into making a masterpiece, it can’t just be one person.

Specific examples that come to mind are how I had to structure the ‘User Stories’ to get an idea of what it was that needed to be done in the assignment first before even touching this code. This brings out an aspect of the job that people don’t really talk about because when people think about developers they tend to think more about the programming aspect of it. I’m proud to say I really learned a lot now about this through this course and it changed my thoughts on what the job is all about.

*Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion. Be sure to use specific examples from your experiences.*

The Scrum-Agile approach to the SDLC helped with me with each of the user stories greatly because I had to think about what it was that would happen if that specific piece of the story failed or passed. For example, if a person placed in a password and tried to make an account they would be met with a captcha verification which could check if the person is potentially a bot. If they succeeded in their account creation process they could sign into the account. But if they failed then they are potentially a bot and would be locked out from creating an account for a certain amount of minutes like thirty minutes or so. It was a complete cycle as well of just planning through the user stories, then analyzing the programming that we were given as well as designing and implementing these features. It broadened my view of how the development cycle works too, along with how everyone puts in a piece of work to get the job done and works together.

*Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction. Be sure to use specific examples from your experiences.*

The Scrum-agile approach is really flexible and helped me greatly when it came to adjusting the project when I was interrupted and changing the direction of it. One of the big things that happenedi n my project is that I really got stuck in the middle of it, I didn’t understand what it was that I needed to do but instead of scrapping it altogether I continued to adapt and change the work. This way I could keep on with what it was that I had in the project, instead of just deleting it altogether. This actually happened in one of my past classes at SNHU when I was trying to develop a minigame. I got stuck at one point, but continued to progress and fix the errors as I went by. I find this to be really important as a whole to do when it comes to work and it shows how flexible scrum-agile approaches really are, considering that it’s personally better than just scrapping the whole material together like the waterfall method does. This is a key component that makes the agile approach better than the waterfall method, it makes me think about what we’ve learned in our course and how there are many companies that switched to this specific style.

*Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.*

When it comes to abilities that helped me effectively communicate with my own team. The ones that came to mind were ‘Planning Poker’, and Daily stand-up scrum meetings. The Daily Stand-up meetings especially because they help people who are struggling and allows them to explain to the team what it is that they’ve done thus far for the day. I found this method to be really important and something that we tend to overlook, considering that there are many schools that do this on a day-to-day basis when it comes to explaining a presentation that the student may have made. The same can be said for when it is on a development team, this way of checking what it is that the people have done for the day can be truly effective and it’s something that I have done with people from my own team. Not only this method was used, but ‘Planning Poker’ had been as well and just showcasing what it is that our opinions are anonymously at first through scoring the specific project this way to prevent any bias that may be used in said assignment.

*Evaluate the organizational tools and Scrum-agile principles that helped your team be successful. Be sure to reference the Scrum events in relation to the effectiveness of the tools.*

A tool that comes to mind that really helped my team be successful is Jira since that one played an important role, it allowed us to communicate and plan things rather easily along with make the visual representations of the tasks. This way we were all able to collaborate effectively as a whole and manage each others work and alter backlogs, plan sprints, and even track the progress of everyone working on the team. One other one that comes to mind is GitHub since I have learned to use it through not only this course, but previous ones as well and it allows other team-members to be able to alter and add additions and merge any changes. Another tool that helped with communication as well is Zoom, since you’re able to use the camera and talk to people which is really good since most of my team is long distance. This helps when it comes to the Daily-Stand up routine and being able to talk to others about the day to day progress, which is key was key when it came to the success of the team.

*Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project. Be sure to address each of the following:*

*Describe the pros and cons that the Scrum-agile approach presented during the project.*

One of the strong pros that come from the scrum-agile approach is the flexibility of it, since it allows for changes in any step of the process. It’s also continuously improving since the team is always reviewing the steps and if there are any errors that may have been made. I found this to be really helpful when it came to my SNHU Travel project, considering that I was able to fix any mistakes that may have been there swiftly without having to scrap the idea altogether and was guided through the prompts as well. The events like the Sprint Reviews, Daily Stand-ups are also helpful and a pro when it comes to the agile approach since it promotes the team as a whole and allows them to come and gather together to see what step of the process everyone is at.

The cons that came to mind are just really learning it as a whole, I can see why it’s difficult for new people to adapt to it with the team and just try to get the concept. In comparison to the Waterfall method it’s far more fast pace and a different way of execution. Another con is you never really know what to expect when it comes to the exact delivery date of the final product, depending on the team that you’re with. The final one is that if your team is not communicating then this can hinder the progress of the project as a whole.

*Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.*

In my opinion, the Scrum-agile approach was the best approach for the SNHU Travel development project because I was able to fix the travel development project after continued evaluation. We also had to adjust the catalogue and switch it up for travel vacations that focus on detox/wellness travel. I believe that if we had done this with the Waterfall method, the idea could have potentially been scrapped and instead of just adjusting it altogether we would have to begin from step one - since the Waterfall method doesn’t have the flexibility that the Agile method has. This is one of the many points that the Scrum-agile approach proved to be the best, along with the projects characteristics depending on a need for user feedback - which made it the best choice.