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Software development lifecycle

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Final Project

Role Contributions:

Product Owner: As the product owner, I prioritized the user stories based on the feedback gathered by the stakeholder. For example, when I worked with the SNHU Travel team to make I prioritize the features for the booking software. By understanding their needs, I was able to ensure that the development team focused on implementing the most valuable features first.

Scrum Master:

During our daily stand-up meetings, I facilitated communication among our team and made sure we were progressing. For instance, when any problems occurred during development it would be addressed to everyone to find a suitable solution and keep the project on track.

Development Team:

As part of the development team, we collaborated on implementing user stores and adapting to changes in project direction. For example, when SNHU travel team requested additional featured during sprint, we adjusted our priorities and worked together to deliver the requested function within sprint deadlines and time frame.

Agile Approach:

User Story Completion:

Throughout the project, Scrum allowed us to deliver value to the SNHU Travel team. For instance, in one sprint, we focused on implementing a feature that allowed our users to search for destination based on their preference. By breaking down the feature into smaller user stories and completing them incrementally, we were able to give delver a working solution towards the end of the sprint.

Adaptability:

When the project faced interruption or changes, such as shifting priorities or new feature requests, the agile approach allowed us to adapt quickly. During a sprint review, SNHU travel team provided feedback on a newly implemented feature and requested more enhancements to be included. We followed their feedback into our product backlog and adjusted the plans for the following sprint.

Effective Communication:

Daily Stand-Ups:

During our daily meetings, the team members provided updates on their progress and discussed any obstacles they faced. For example, in one meeting a developer raised concern about the requirements in a user story. Addressing this issue right on time helped us clarify the requirements and prevented delays in the development process.

Collaborative Tools:

Throughout the project, we collaborated in various ways and used tools like Jira and Slack to facilitate real time communication. For example, we used Jira to track tasks and user stories assign tasks, monitor progress and more. Slack was used for quick communication and to share updates among the team.

Organizational Tools and Principles:

Scrum Events:

We conducted sprint planning, daily stand-ups, backlog refinement, sprint reviews, and retrospectives to ensure the transparency and continuous improvement. For example, during the sprint planning session we reviewed the product backlog, estimated the time each user story needed, collectively agreed on sprint goals.

Kanban Board:

We used a Kanban board to visualize tasks and track progress. We divided the board into columns and regularly updated the board to reflect the status of each task.

Evaluation Of Scrum-Agile Approach:

Pros: Agile approach allowed us to adapt to changing requirements, collaborate effectively as a team, and delivery value. For example, by conducting regular sprint reviews we were able to gather feedback from stakeholders and reflect on our processes and make improvements to our work.

Cons:

While the Agile approach offered flexibility it also required dedicated time from all team members. For instance, maintaining a consistent pace of delivery and ensuring alignment with stakeholder expectations required ongoing communication and coordination.