**Final Project**

Jesenia Roberts

Southern New Hampshire University

CS-250: Software Development Life Cycle

Professor Rangitsch

Jun 23, 2024

**Applying Roles:**

* Scrum Master - The Scrum Master manages the product backlog, ensures that the development team creates a product that meets the client’s standards, removes impediments, and facilitates Scrum Events. By doing much of the higher-level management of the team, the Scrum Master contributes to the efficiency of the project. For SNHU Travel, the Scrum Master assembled the Agile Team, did the initial scheduling of the Scrum Events, and expedited them.
* Product Owner - The Product Owner provides the team direction on how to make the product, prioritizes the different tasks, and maximizes the caliber of the end product. For SNHU Travel the Product Owner did much of the communication of the wants and needs of the client to the development team.
* Tester - The Tester defines acceptance criteria and tests, clarifies the requirements, executes tests, and works with the team to troubleshoot. For SNHU Travel the tester reviewed the test cases, carried them out, and fixed occurring issues.
* Developer - The Developer designs and creates the code for the product, participates in peer reviews, and collaborates with the team to create the final product. For SNHU Travel the developer created the code for the website.

**Completing User Stories:**

The Scrum-Agile approach helped user stories come to completion as it provided events for each step of the process to be completed. The Product Owner discussed with prospective users what features they would have liked to see from a travel website. Those features were then put into user stories, which were reviewed and prioritized accordingly, and then executed by the development team. An example of this was a user’s request to see an ordered list of the best travel locations, which was converted to a user story, and then implemented.

**Handling Interruptions:**

The Scrum-Agile approach is flexible and allows for frequent and transparent communication. In the case of SNHU Travel, at one point the client decided that they would like to focus their website on health and wellness vacations. This was communicated to the Product Owner, who informed the team. Much of the work that had already been done was maintained, and the development team was able to make the changes to satisfy the client’s request.

**Communication:**

An example of communication that took place between team members is the module 6 discussion. My team members and I were able to self-assign roles and discuss the transition to Agile methodology clearly and collaboratively.

**Organizational Tools:**

The use of stories as an organizational tool was immensely helpful in communicating tasks, their level of prioritization, and how much work they were estimated to be. The formatting of “as a user, I would like to be able to \_\_\_ so I can \_\_\_” assisted in understanding what the goal of the given tasks was.

**Evaluating Agile Process:**

The Scrum-Agile approach was effective for this particular project. Advantages of this approach include flexibility, clear communication, and a collaborative effort. A major disadvantage of the Scum-Agile approach is that it is not suited for large teams. Due to the size of the SNHU Travel Scrum team, and the content of what it was creating, the Scum-Agile approach was well suited for it.