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CS 250 Software Development Lifecycle

Professor Martinez

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Final

Being the Scrum Master I shall provide a comprehensive review and retrospective of the work completed during the development of SNHU Travel. I will begin by demonstrating and explaining how the various roles on our Scrum-Agile team greatly contributed to the project's success. It is also important that I describe the completion of user stories, explain how interruptions were handled, showcase effective communication, evaluate organizational tools, and assess the overall effectiveness of the Scrum-Agile approach. The Scrum-Agile methodology worked extremely well in this developmental project and this approach made it possible to plan accordingly to complete timely tasks.

In our Scrum-Agile team, each role played a crucial part in the success of the SNHU Travel project which led to a better overall experience. The 4 major roles worked together to complete a well-designed product to the companies liking. As the Scrum Master, it was my job to facilitate the daily stand-up meetings, the sprint planning and reviews, and the sprint retrospectives. One example that I can share from personal experience is during a sprint planning meeting, I helped the team simplify complex user stories into manageable tasks, which ensured all team members understood their responsibilities.

Along with the Scrum Master, the Product Owner also plays a vital role in communicating the wants and needs of a customer to their respective team during the developmental phase. The Product Owner is to provide a clear vision to the team and prioritize any backlog that arises. When the customers requested a new feature regarding Zen travel, the Product Owner was able to assess the level of importance and adjust the backlog immediately, ensuring that all team members be directly focused on high-priority tasks. With the Product Owner being on top of the client and relaying information back to the development team, it makes it easier to overcome roadblocks as a group.

Developers also play the most important role in providing a finished product that lives up to the customers standards. Developers have implemented the user stories and wrote code to meet the acceptance criteria. An example of this is when developers worked as a team to integrate a new payment gateway, ensuring it met security standards and user requirements. Along with writing code for various aspects of the project such as the top 10 vacation list. Almost like developers, Testers write and execute test cases to ensure that the SNHU Travel program is properly running. For instance, testers made sure that every top destination list was made to scale and functioned properly.

A Scrum-Agile approach to the software development lifecycle significantly helped user stories come to completion. One of the user stories was to include the search feature for traveling destinations. During the sprint planning, the agile team separated different aspects into tasks such as designing the user interface and writing unit tests. By the end of the sprint, the agile team had created a fully functional search feature. It is imperative to examine the impact of the Scrum-Agile approach being utilized throughout this project. This approach allowed the team to deliver incremental value and begin to receive small amounts of feedback.

The Scrum-Agile approach is designed to combat and prevail against project interruptions which are inevitable. Halfway through the SNHU Travel project, a stakeholder requested that health/wellness vacations should be the focus of the travel site. The team held a backlog refinement session and adjusted the sprint plan which allowed the team to incorporate the change without disruption.

I was not able to communicate with my team members during the group assignment being that the group didn’t participate. But as the developer it was my responsibility to ensure my team understood the exact information, I needed to collect to proceed in the programming aspect of the project. I’m sure with great communication skills this information would have been relayed back to me in a way that was easily identifiable. Having daily stand-ups would also prove effective for finalizing ideas and milestones within the group.

Organizational tools such as JIRA deem useful in project planning and creating various programs. JIRA is used for tracking user stories, tasks, and bugs. The visual board helped the scrum team manage workflow and stay on track. Followed up with sprint planning, daily stand-ups, and sprint reviews which all assist in helping the scrum team set clear goals and allocate resources effectively. All these organizational tools working in conjunction promote continuous improvement.

The Scrum-Agile approach holds an insurmountable number of benefits. Some benefits being its flexibility, its improvement on collaboration, and the ability to obtain early feedback. Although this is an outstanding approach it does come with few cons. Some being the initial learning curve it takes to be comfortable with implementing this methodology and the overwhelming feeling of overhead that can be felt amongst team members.

The Scrum-Agile approach was overall the best approach for the SNHU Travel development project. The continuous improvement perks, customer engagement, and adaptability go unmatched. Overall, this should be the standard for the industry. Making the Scrum-Agile method the standard for the software development industry is bound to return great feedback amongst customers and employees involved in the methodology. I would elect to use this Scrum-Agile approach ten times over for any project I am apart of in the future.

References

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