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**CS250 Final Project**

With help with all members of our team, with all goals reach and tasks completed in a timely meaner, the new SNHU Travel have been deploy for all users to share. To complete say goals and tasks, the agile process was very much useful and desirable, with each role having a important impact on the overall project. Being SCRUM master I was able to have a relationship with each member of the team, having good communication and annual meetings. The goals and overall plan of the website is set by the Product Owner, the development team do the tasks and coding of our product. among the development team are the developers, who plan each sprint, designing the layout of the website, and testers who make sure that everything is in working order. My coordination with the Project Owner help to maintain clear, precise goals for the team, and was able to keep a consistence Project backlog. The development team was able to do all the needed work, creating user stories on what needed to be done, considering our Sprint goals, and giving updates on what is being completed and we return were able to provide the right useful information when changes accord. Making sure that all the coding was bugless and proper for commercial use, our testers double check them, testing and re-testing. Making sure that the coding was up to standard, fixing any faults within the code itself. There have been times when the costumer demand changes, thankfully we were able to fully understand the suggesting, and make all of the right updates.

2 of the 12 principals of SCRUM “Build projects around motivated individuals” and “welcome changing requirements” were a real help for the project. We made sure that every team member was motivated by their task and the project as a whole, this provided more focus and more quality work, since they were interested in the work that they were assigned too. Welcoming changing requirements instead of wearing them off made us to better update the project to fit the desires of the intended userbase. We use tools such as Jira Software for sprint plaining, the software also was a good vehicle for real-time updates, that able our team members to respond quickly when new changes are decided upon. Slack was another tool, giving a good platform for our team members to provide suggestions and voice concerns. These two tools real help the workflow of our project, making things run faster without sacrificing the quality. SDLC or Software Development Life Cycle were a real help when it comes with completing user’s stories. User’s Story are a explanation of a product’s feature from the perspective of the user. One of our User’s Stories is with the top five feature, making it more a line with the intended user’s interests. Agile SDLC is more transparent, information is share among team members whether than limited, it is also more ongoing and continuous, plaining is never totally set in stone and always being improve upon. This help us to complete and improve the User Story.

When the costumer wanted more emphasis on wellness and detoxication, we updated our user stories, made sure that all team members are aware of the updates. In a timely meaner our team was able to accurately apparated such changes. In a project that occasionally face changes in planning and goals, it is good have a method that could be adaptable. The water-fall maybe good for other projects but with it relying on a consistence plan from the beginning to the end, it couldn’t change course if some goals are change and new goals are added. That why the agile method was better for this sort of project, on several occasions we were ask to make changes. With wiggle room in the agile method of organization, we can makes these changes accordion, since our project are divided into sprints, and on each sprint goals and tasks can be added or updated. Halfway through the project was interrupted and made to change direction by the client, who wanted the site to be much more focus on health and wellness. The changes and updates needed towards such a course were fully describe in email, and address in the next scrum meeting. User Stories were change and replace to address wellness and health qualities. The database was updated by our developers and tested by the testers. The agile method help our team to compartmentalize such a change in direction for its emphasis on flexible goals.

With changes according, and new issues being brought up, there needs to be good communication between me the SCRUM master and the team as a whole. Each day there was set up a fifteen-minute SCRUM meeting among me and the team members. On each meeting, the members were able to give updates on their tasks and able to provide suggesting. I also leave time open if a certain team member was having any issues, or needed a one to one talk. I also maintain good and constant connect with the Project Owner, having one to one discussions about the plan goals and overall planning of our project. These SCRUM meetings help the team to be open about their suggestions, certain issues was able to be address, and my one to one talks was able to help each team member to overcome difficulties with their tasks. When stuff happen in their personal lives, for example when one team member were having a sick child at the hospital, I made sure that she have the emotional support and needed time off. Knowing that their personal and emotional needs are and would be address, that their suggestions and concerns are heard, has increase morale among the team, bettering the quality of their work, enhancing their group cohesion to reach common goals.

If one is to use agile method over waterfall and others, one should consider scale, how much dose it will costs, what is the likely hood of changes and needed updates. The waterfall relies on an already set plan, with each task being done one of a time by steps. The agile method is divided into different sprints or short bursts of work. On each sprints the project is remade, that way new changes and updates could be added. Since the travel site is relying on costumer desirability, to be successful, user’s stories will need to be updated when suggestions and changes are brought from individual users and costumer data. With these factors in mind the agile method was chosen over the waterfall.

After doing this project, in an industry of constant change, the agile method was the idea for such a project. Now that the SNHU Travel project is completed, I will like to gradate all members of the team and their part.

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