Team Bits Please (Kevin G., Sean D., Josh H., Lorenzo R.) March 22, 2019

ISTE 422 m02SDLC

For this project we have chosen a fusion of Agile and Scrum for our software development lifecycle. When we were internally debating the various options, we immediately looked to our past experiences to see if any previous work could be applied. Conveniently, one of our team members, Josh, had a previous co-op where he was handed a broken code base and was given six weeks to release it to the public. Seeing many parallels between the two situations and the general team familiarity with it, we decided to investigate implementing an Agile Scrum approach for this project.

The first thing we saw was the parallels between doing complete sprints and the durations between each milestone due date. Immediately after each milestone completion, we can start to plan the next sprint and delegate the work accordingly. Depending on the magnitude of work and time we can allocate multiple sprints to complete the task at hand. Doing each sprint, we will take a piece of the proverbial puzzle and see it through to completion. This allows to have a documented list of which pieces have been completed and which need work. Likewise, at the end of each sprint, we can plan a retrospective where we can see what worked well for the team, what didn’t, and how can we improve to better function as a unit.