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

ISTE 422 m02SDLC

For this project, we have chosen a combination of Agile and Scrum as our software development lifecycle. When considering our options, we considered all our past experiences to find parallels between this project and ones we’d worked on before. One of our team members, Josh, had previously worked on a project involving a code base in need of major refactoring, and was given a span of six weeks to release a new version to the public. Since that project involved use of the Agile Scrum SDLC, and the project was able to meet its deadline, we have all agreed to use that approach for this task as well.

A key benefit of the Agile Scrum approach for this project is the parallel between “sprints” and the milestone due dates; immediately after completing a milestone, the team can start to plan the next sprint (or number of sprints) required to complete the next. Depending on the magnitude of the work and the time we are allotted we can define multiple sprints for various key parts of the next deliverable. Using defined prints allows us to create more complete documentation of all the pieces of the “puzzle” that are completed, and that still need working on. At the end of each sprint, an analysis can be performed to determine if we need changes in our work process for upcoming milestones, and make improvements.

An additional benefit to Agile Scrum in our scenario is the use of small teams; as a team of four, we can create “pairs” of two team members that can work very closely on one or more sprints. Two-person communication is going to be more effective with some deliverables than having to coordinate meeting times and tasks for all four team members. The use of two-person teams should help code and documentation produced for deliverables stay consistent, as fewer people will be working on it and the two that are will be “looking over one-another’s shoulders” to make comments or suggestions.