Nate Bennett

Tammy Morrison

Software Development Lifecycle

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7-1 Final Project Submission

The SCRUM team is usually comprised of a few various roles: the Product Owner, the Scrum Master, the Developers, and the Testers. The Product Owner usually represents the customer and tries to make sure that the product is up to par with what is being asked by the customer. An example from the SNHU Travel Project is when the Product Owner sent an email regarding changing various elements in the User Stories. The Scrum Master usually facilitates the team and tries to make sure that everyone is on task and understands their assignments. An example might be making sure that the developers understand the user stories and the product backlog from the SNHU Travel Project. The Developers are usually the main people developing the product and in the SNHU Travel Project, they might be the ones developing the website. The Testers are usually the ones that test the product and make sure that everything is functioning properly, in the SNHU travel project they might be the ones testing the website and looking for any potential glitches or other potential discrepancies.

The Software Development Lifecycle can help with completing user stories. This is because it can help the developers break down user stories and potentially product backlog into potentially more manageable pieces. One example is that the team can assign points to the user stories to try and gage what can be possibly completed within the current spirit. Tools like JIRA can also help to create transparency and organization within the team. The development team is usually trying to create something to show the potential customer to try and make sure that the progress matches up with their vision. An example from the SNHU Travel Project is that after the review of what the development team presented, the customer wanted to instead see a slideshow.

An agile approach supported project completion when the project was potentially interrupted and changed direction because of its flexibility. When compared to something like a waterfall methodology, an agile methodology is usually much more flexible due to its ability to go back to certain steps in the development. During the SNHU Travel Project, when the Product Owner sent an email describing the changes for the user stories, the agile methodology made it quite simple to go back and make the changes. Using agile, the tasks are also usually in more manageable segments, which can make going back to a specific task simpler.

An example of when I think I communicated effectively with the team was when I completed the ‘6-1 Discussion: Vision Quest Software Case Study’ discussion. This is when I explained what a developer maybe should be focusing on, so they might be a decent team member. ‘I think that an important step in trying to make sure that everyone on a team knows what they are doing is having frequent team meetings where tasks are clearly outlined and explained. The team should be focusing on developing efficient software that is maintainable and up to par with what the customer might be expecting. Another thing to focus on is making sure that the team is potentially communicating with one another and trying to do their respective responsibilities within the project.’ I tried to outline basic goals and team communication.

Organizational tools and principles that can help a team be successful might be tools like JIRA, and events like the Daily Scrum. JIRA can help a team be efficient and successful by showing a team's potential workflow, and this can even be integrated into events like the Daily Scrum. JIRA can also help keep a team organized with tracking progress, creating reports, and trying to promote transparency within the team. Events such as the Daily Scrum can be helpful for a team's communication and overall success. Having a meeting every day can be helpful for making sure that team members are not confused with their potential tasks, and that everyone has a general understanding of the potential project. Integrating tools like JIRA into the Daily Scrum can be beneficial in potentially keeping the team organized and trying to improve overall efficiency.

Some of the pros of the agile methodology during the SNHU Travel Project might be the flexibility, to go from various tasks and make changes when potentially necessary, and the potential promotion of communication within the team. I don’t think there were any overall detrimental cons, but some might be the potentially quick planning, which I think caused issues and revisions later in the project. Although this was potentially the case, because the agile methodology was used, any possible mistakes in the planning were somewhat easily corrected due to the flexibility that agile can promote. I think that an agile methodology was overall one of the best choices for the SNHU Travel Project.