**7-1 Final Project**

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The Scrum Master of the team was instrumental in facilitating the scrum process. He coached the team through the daily scrums and kept outside distractions to a minimum. He kept the team focused and did his best to deal with any issues that may have slowed the team’s progress whether they were technical issues or interpersonal conflicts. The Product Owner dealt with the customer and communicated their needs back to the team. She went the extra mile to make sure that she was asking the right questions in order to give the best direction to the team. She managed the backlog with the assistance of the Scrum Master and made sure that the backlog was transparent and understandable. The Developers along with the Scrum Master held daily scrums where sprints were estimated and the concept of “done” was determined. They worked together on pair-programming or separately to develop the product that the Product Owner brought. The testers worked with the daily scrum and the rest of the team by developing tests to ensure that the goals of the sprints were being met in the way they were intended. The entire team worked together on the development of user stories and epics.

The Scrum/Agile approach to the software development life cycle helped bring each of the user stories to completion by allowing constant refinement of the ideas and consequently the application of those ideas. An example is that when the focus of the product switched from generic vacations to detox/wellness getaways, the team sprung into action to revise the user stories and the testing requirements to reflect those updated requirements. Using a waterfall approach would have possibly cratered the whole project due to the set plan of waterfall methodology being immutable.

When the project direction changed from normal vacations to wellness vacations, that would have necessitated a complete rework from the top down had we been using a waterfall framework. In fact, I’m not sure that the changes would have been implementable in the fixed waterfall system. The flexibility built into Agile was what allowed this product to be developed to completion within a reasonable timeframe.

I was able to communicate with my team effectively by keeping the communications terse and precise. By keeping wording to a minimum and making sure that the words used meant exactly what I e-intended, I was able to communicate my needs and the needs of my team. A good example of this was when the team was discussing the utility of pair-programming. I was able to communicate why I believe it is a good practice to include in our framework and back it up with solid points. I also demonstrated my ability to ask concise questions in order to receive the exact information that I needed to complete the projects I was working on.

The story board was the most important tool we used for keeping the process transparent, while planning poker was the most important tool for estimating the sprints. The daily scrums kept us focused and aware of the team’s goals and where in the process the team was toward completing those goals. End of sprint retrospectives kept us excited about our successes and aware of our failures.

In my opinion, the Scrum/Agile approach is the only methodology that would have allowed for the completion of the final project in a form that is what the client was looking for while simultaneously allowing the product to be delivered in a usable form in a reasonable timeframe. To begin with, whatever features that the client stipulated at the outset would have been the only parameters planned for or allowed into the final product. Any changes that the client desired would need to wait until the final product was delivered and then the entire process would have started anew with the client again unable to see the product or request changes until the product is delivered. Sprint/Agile eliminated these problems. The flexablility of Agile allowed us to deliver a product that could be refined again and again by delivering small increments for approval. In conclusion, I believe that Scrum/Agile and other flexible frameworks are far superior to waterfall frameworks. It is definitely the best approach if you are concerned with producing the product that most closely resembles the desires of the client in the shortest period of time possible.