# Final Project CS-250 Software Development Lifecycle

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# SNHU

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**.
  + For the SNHU Travel project all the roles being tester, Scrum Master, Product Owner, developer, and even the users played their part in making the finished product a success. Starting out with the clients, all of the user stories for this project were created based off input from the users themselves. They told the product owner what they would most want out of the application to enhance their experience in booking travel. The product owner after talking to the client and the users took the feedback to the scrum master and development team and created user stories from there. The Scrum Master took point in assigning priority levels to the different user stories with the development team then worked with the product owner to plan sprints and release dates. The scrum master held daily Scrum meetings in order to get updates from the developers and testers on what they were working on, who wanted to work on what, what possible roadblocks they would be facing for the day, and answering any questions they may have to make their lives easier, while also relaying any relevant information to/from the product owner regarding client feedback, sprint planning, and other pertinent information. The developers/testers are the life blood of the scrum team, they make the project come to life through their hard work and determination. The developers chose which projects they would like to work on the most based off their areas of expertise and rolled with the flow when changes had to be made based off user/tester feedback. The testers worked with the developers hand in hand to make sure success requirements were met based on pass/fail criteria. They communicated with the developers to tell them what to expect in order for what their working on to meet passing criteria and what could be considered for failing criteria and how to set up for the tests.
* **Describe how a scrum agile approach to the SDLC helped each of the user stories come to completion. Describe how a Scrumagile approach supported project completion when the project was interrupted and changed direction**. . When compared to a waterfall approach, agile is much more flexible and works great with small teams. Being a small team the SNHU Travel project benefited greatly from an agile approach. The users decided they wanted to have a tiered list for places that they could travel based on popularity and based off places from their vacation history. Then the client said they wanted a focus to be set on wellness vacations such as spas and places you could go to ease your mind. So the development team had to change gears a bit in the middle of already working on their projects to suit the needs of the client. If this was a waterfall approach where everything was planned out from the beginning then going and changing things up mid project would of restructured everything and possibly pushed back the release date for the project. Being that agile approaches are flexible and user/client feedback is common we were able to take that feedback from the client and run with it, without effecting the progress/timeline all that much. We planned our sprints to hold a steady pace of work, but one that was manageable and consulted the entire team on how they would rate each work item by using a modified T-shirt size approach, saying is this project bigger than the last one etc. etc. then from there assigned point values at the end after everything was quickly sorted into small medium and large sizes. Being that the user stories were sorted quickly it provided us with more time to actually work on the project. If this were a waterfall approach the testers/developers would be two separate entities instead of working as a cohesive unit. This often results in a back and forth between tester and developer which eats time. By them working together the user stories are able to be completed at a rapid pace where when the user story is done its done.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.

Product Owner/Tester,

As we are working in an agile environment now, I have a few requests I would like to make in order to make my job easier, which will also provide better results in my work.

Product Owner:

I would like if possible detailed information/transcript of user/client/stakeholder meetings so I know exactly where their priorities lie and what their reasons for their priorities are. Having this information will allow me to tailor make the code in a fashion that will best suit their needs. I would also request any information you have on time constraints and what you are expecting out of us as developers.

Tester:

I would appreciate it if you could send me pass/fail criteria for the user stories and pre-test requirements that need to be met, so I can provide you with the cleanest and best functioning code that I can.

Sincerely,

Andrew Piccirilli

As a developer this email shows that I am wanting to maximize my work productivity by receiving information from the testers for pass/fail criteria for my user stories and from the product owner I asked for detailed information regarding what the users/client/stakeholders were asking for out of the user stories such as a transcript so I could know exactly what it was everybody wanted out of this project and how many people agreed with each idea so I knew where priorities lie.

* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. As we don’t have all of our team members in one location we used tools such as Microsoft Azure to have an online sort of kaban board which all users could look through the user stories in the sprint, see how the sprints are planned, and pick between which user stories they would work best on and communicate with the other users. Zoom is an amazing tool as well, for holding scrum meetings with people who can’t be there in person. Sure you can hold a local meeting, but having remote workers on a zoom call so they can participate will go a long way with keeping everyone on the same page, plus they can share their screens to explain what they are doing or why the are doing things in a certain fashion.
* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**. Be sure to address each of the following:
  + Describe the pros and cons that the Scrum-agile approach presented during the project.
    - There are a lot of pros to an agile approach on a small project such as SNHU Travel. We were a small team and we had a lot of input from the users and the client so being flexible for this project was a must. Using a waterfall approach where everything is planned out essentially from the very beginning makes it hard to be flexible and incorporate user/client feedback. Daily scrum meetings kept the entire team on the same page and aware of who was working on what or if someone needed help and who was best to help them. It gives the team more freedom to work what they believe they are best at which increases productivity over a team following the waterfall approach where everybody just does as their assigned. As mentioned before one of the biggest benefits to agile in my opinion is the testers and developers working together instead of being separated entities, which also saves the team a ton of time and makes it so no one is really idle at any given time. For a project like SNHU Travel I really don’t see any other way this project could have been more successful than being agile based. Waterfall I believe is best used for projects that are easy to plan and wont require much client/user input. Something that everyone kind of knows what to expect and what’s expected from them. Something that has the propensity to change often is best left to agile development and when it comes to something a lot of people have opinions on such as SNHU’s travel site it helps to be flexible.