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CS – 250 Final Project Write Up

Over the course of this term, we have discussed the many roles in agile methodology, such as the Product owner, Stakeholders, and the Development team (and testers) all relevant to the SNHU travel project. The Product owner for example, defines goals and prioritizes tasks for the rest of the team, in this role you’re responsible for product management and team performance. The stakeholders have invested roles in the project outcome, defining the business objectives and vision for the project’s outcome, they often convey directly with the product owner. Then you have the development team, those tasked with both developing and completing the project, and those also tasked with testing and helping refine the final product to reach the desired expectations of the project.

The Scrum-Agile approach helps get user stories completed by breaking the work into small manageable time frames known as sprints. This takes on the Software Development Life Cycle (SDLC) helps the team to decide which of the user stories to focus on and prioritizes them thusly. Through this, it is not uncommon to see daily stand-ups, a term used for a daily meeting, one that is often about 15 minutes or so. To help remove blockers and keep everyone on the same page in terms of progress and development. Then, at the end of the sprint the increment of the product is delivered, and feedback is given from stakeholders, which is then integrated into the coming sprints. This iterative process ensures user stories are consistently refined, developed, and tested with the products vision in mind.

In the Scrum-Agile approach is incredibly versatile when compared to its counterpart waterfall development, and because of this agile is excellent for dealing with product interruptions. For example, with the SNHU travel project, part way through development the stakeholder comes to the team with feature request. This means that stakeholders can get with the Product Owner, and discuss the requested changes, and then a meeting can be held as soon as possible to discuss this with the rest of the time. Had this been waterfall development, it would have been too late to just implement these changes, however because of Agile, the team was able to remove blockers and set new priorities on the requested features. This ensures that the new altered vision of the product will match what is desired from the stakeholders.

Communication with the team is important in scrum, just as it’s important in almost any line of work, communication and collaboration is the key to successful workflow for everyone involved. Because everyone has a role, targeted communication is important in Agile, for example, during the SNHU travel project when a change is made, the developer might need to contact the product owner for more details on changes. Or perhaps the entire development team needs to get together for a clearer understanding of the changes and what is needed to complete the project, thus they can email the Product owner for a meeting. The same can be said for communication between the teams, if one team is working on a certain feature, the other can reach out and ask how they are developing it, and how it will affect product vision, etc. Overall, collaboration and communication are the keys to efficient and effective development.

Scrum – Agile principles and tools help teams succeed by creating structure and encouraging collaboration. Key tools like task boards, sprint backlogs, and burn-down charts keep everyone on task. The events of scrum also play a big role, such as sprint planning and when the team decides on what to work on, and how they should go about doing it. Daily stand-ups are also key, these helps keep track of progress in development and can offer solutions to problem solving when the project faces an issue. Then retrospectives give the team a chance to reflect and improve for the next sprint, all of this helps keep the team working together, and keeps everything organized and ensures constant improvement.

For the SNHU travel project, I would say that Agile methodology was the correct pick for this project, due to the nature of the development and what the project is for. Throughout the project change was discussed between the team, it being adding new features based upon feedback, and request, something you cannot easily do with waterfall, as development would’ve already been completed by this point. The biggest pro of agile development is flexibility and adaptability, scrum allows teams to adapt and quickly make changes when needed, or new priorities come up. It also focused on collaboration, and transparency between those involved. However, for the SNHU travel project the biggest con for the product, and agile, is that it is Time-Intensive, frequent meetings and ceremonies are time consuming and take away time that is needed for the project, and if the team is large, then managing communication and meetings becomes much harder. However, given the scale of SNHU travel, I believe still that Agile was the correct choice, and that it was the right methodology to follow for it’s development.