Final Project

“Software Development and Agile methodology”

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The SNHU travel project has been deployed and our team is to be credited with the success. Our project owner has kept the team on focus and helped to remove any issues the team may have been facing. They have also helped the team by keeping us up to date with the client about any changes or new features they wished to implement. Specifically, their responses to Scrum Master emails about team concerns and time restraints have helped keep the team and the client seeing eye to eye about the development. Our development team did wonders getting the project completed and deployed. They coded according to business standards and best practices and our release product matches what the client was expecting. They also managed to help each other through any roadblocks or issues of inexperience any of them may have been facing. Their adaptability to changes the client made has been exemplary, the response to the change from overall travel destinations to meditative and relaxing destinations was implemented according to standards along with their adaptation to go from five destinations to ten. Our testers have been extremely useful for the progression of the team. They have done well to continuously response to the development team and give them notes based off their test results. They have also been very reactive to what the development team wanted tested and what information they wanted to see in the report, such as when the development team wanted to start seeing the breakdown of keystrokes the testing team was using along with tester opinions on the overall design scheme of the site. I feel I have also helped this team through the project with the use of our daily scrum meetings. They were all very responsive during the meetings and we were able to work towards the tasks I posted. I had the team use Microsoft project management software to keep in touch and it worked great. They were able to post any problems they were having or respond to ones they could help with. It also helped in forming a very detailed documentation of our progress through the project. It also helped the team to organize what tasks they were to take on each day and to debate on how each phase should be implemented.

During development we were introduced to new user stories from the clients on what features they wished to see. During the early phases of the project, we got a client user story talking about wanting the addition of cruises and tailored choices into the results. We relayed that to the team and the team was able to plan these features into the project. We included a personalized list of recommended travel suggestions based off the user previous travel and what type of travel they preferred including cruises. Then later into the project we received a user story from the client that they wished to change the scope of the suggestions to focus on meditative and relaxing travel suggestions. The team was able to go back and change the recommended travel list to be meditative destinations and push those as the suggestions for the user. At the same time, we got a user story with the hope that we could change the list from five suggestions to ten. Thanks to our adaptive system we were able to change the suggested travel list to include five additional pictures and descriptions of possible travel locations.

The scrum method helped our team to adapt to a few rather big changes to be implemented far into the development process. We were tasked with changing the suggestions to ten and to change them to focus on meditative destinations. We were able to modify our progress in the current phase to implement these changes. Once the change was requested, we brought it up at the next daily scrum meeting and the team worked to break it down into individual tasks. After which we divided the work amongst the development team and without having to go at it from scratch or alter the whole function of the project implement the requested changes.

For the purpose of keeping the team connected and to keep proper documentation we used Microsoft project management tools. The team used this software as a message board to keep each other up to date on their progress and to request or help each other on the way. They did this using the white board feature of the tool. Then along with me we used the tool to post update reports on our progress, with which I was able to build a clearly documented project report. When team members finished tasks or filed a report they would do so with the current date and a small description so that other members could reference. They could also go back into the previous phases of the project and find reference material to use for current implementation. We also kept the whole team up to date with emails between all members for communication that was not immediately needing a response such as when the project owner needed to be informed about small issues we were facing development side. The testers and developers also used email to keep in touch which helped them to keep testing fluid and avoided any major project bugs.

We also implemented our daily scrum meetings for the team. We would meet every workday morning around 10 am to touch base with each other. We being the scrum master, development team and the testers with occasional visits from the project owner to discuss our time schedule. Once the meeting had started, I would start by explaining to the team as the scrum master where we were after yesterday, using what information I was able to review from the previous day. I would then tell the team the new tasks that had been added to the board. After which the team would take turns talking about their current work and used this time to ask for assistance if they needed it. I would make note of where everyone was and who needed assistance either I could provide or team up a senior developer to help with. These meetings lasted no more then 20 minutes and after we would break the team would talk amongst themselves to offer help or discuss the next step in the day’s work. After we finished the meeting I would log what we had discussed and submitted that to the discussion white board and log it in the tool so that the development team could view it when they needed to.

The scrum-agile approach to this project was helpful to keep us adaptive. During the project we were able to take advantage of the agile method to break down our work into phases. This enabled us to remain adaptive to changes and to focus on each phase with more attention. This also helped the client to communicate any changes they wanted to see. If we were not running an agile approach to this the client wouldn’t have been able to communicate these changes easily and we may have been too far into development to implement those changes. Additionally, since it was done in sprints we could go back to each sprint and modify them without modifying the whole project.

With this project specifically the agile approach was a good one to use simply because the client wanted to make changes as we progressed. Our agile approach encouraged this line of communication and enabled us to react. If we had been using the waterfall method, we may not have been able to implement these changes easily. Though the size of this project is small and if it wasn’t for the client requests this project would have been completed faster using a waterfall methodology. We could have planned the whole project in the beginning and worked to implement the code in a single developmental phase. Now if this project had more criteria then it possessed then yes the agile method would always been the recommended approach.