

CS 250 Software Development Lifecycle Final Project

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During this term, we learned about how to be successful in various roles on a Scrum-Agile team. This was specifically done with one specific company, SNHU Travel. The roles that I practiced in this class were Scrum Master, Product Owner, Tester, and Developer. Let's take a look at the first role, which was a Scrum Master. As a Scrum Master leads a team through a project. They are the one who communicates between the leadership/higher-ups and the developers and testers. They typically host meetings like a daily scrum meeting, to ensure that everyone is completing their tasks on time. Playing the part of a Product owner meant that you are working with the customer to ensure they are happy with what they are receiving as well as communicating with your team on how to execute the customer's wants. By doing so, I made a user story. As a tester in the agile role, you work closely with the product owner. This is because when a user story is made, a test case is also made. A tester will check for bugs and problems with the program. Usually creating another story in the backlog. Lastly, we have the role of a Developer. A developer is a kind of how it sounds. They are going to execute the project. They will code what the client is looking for. We did this by adding the top 5 destinations and creating a unique look to it.

Taking a closer look at the SDLC- Software Design Cycle we saw a lot of different ways to create the Travel SNHU project. The roles of the Agile team played a huge part in creating this. It shows that working as a team can help better your outcome. The Agile methodology taught us that by taking smaller steps we lessen the possibilities of major mistakes, making it easier to fit into a timeline of when a project will be done. The Waterfall method was linear and required that one task must be completed before the next began, which caused problems down the line, there was less communication involved. Agile allows us to work together as a team, and simultaneously on all phases of the project. While, agile is great for clients, because its more

flexible when changes are being made. It does take time for the meetings, and acceptance of each task as well.

We went over a lot in this course, there were a lot of changes along the way. This being said the biggest change was the formatting of the website. It went from a visual list to a PowerPoint of how the customer wanted the user to view the website. This was told to us in an email from the product owner. Another change that was made mid-project was the descriptions of the destinations needed to be changed to be more spa/health-related. This caused changes for the developer to change the description, the tester needed to rewrite the test cases. The product owner had to rewrite the user story, and the scrum master needed to make sure everything stayed on pace for their finish date. This was handled in a meeting with all 4 people, each going on their own way to create the finished product.

We practiced communication throughout this entire class. We spent time working in our journals writing emails to other roles in this process. The email as the developer needing corrections done from both the product owner and tester is a great way of communication. As a developer, I was able to express concern over what needed to be fixed. I gave both of them bullet points of what I needed to make sure the software could be functional. This was during the time that we needed to make big changes to the website, this included making the website more like a PowerPoint, and adding different descriptions to the top 5 destinations. This was something where there were big changes happening and as an individual who was a part of the agile team, needed to make sure that everyone was on the right page.

Some of the organizational tools and scrum-agile principles helped a lot throughout this process. Some scrum-agile principles include self-organization, collaboration, change/openness, and focus. These are all important because it is what keep us on a track like our product backlog, the sprint backlog, and product and sprint vision. I believe that doing the daily standup as well is a great organizational tool. This is because it keeps everyone on track with what they are supposed to do that day. It also gives us the opportunity to hear what everyone is working on and if you need help, you may be able to ask during said meeting.

To start off with, I think that the Scrum-agile approach is the best approach for the SNHU Travel project. The reasoning for this is that it allows us to break things up into sections. It allows you to communicate with a team, and execute the best possible outcome for the customer. Even though, some cons would be that, even though we want to follow the rule “The customer is always right”. Sometimes they are not. This can become a problem if the Product owner is coming back with too many changes from the customer. It can sometimes push things back. It can sometimes be hard to know when the actual product will be finished because of how open this method really is. Agile, also really holds onto that management be its biggest supporter. And if there is a lack, then it can cause the project to fail. That being said, this method has been around for a while, but what's nice is that you can turn it into your own. You can take a little or as much as you'd like out of this method. That's what makes it so nice to work with.

## References

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