CS 250 Final Project

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The client SNHU Travel, asked for the creation of a website that will help expand their presence in the United States. The product had to be completed within a timeframe of five weeks. To accomplish this task within the timeframe and up to the client standards a scrum-agile approach to Software Development Life Cycle would be used. A scrum-agile team would be used to accomplish this.

# Roles of the Scrum-agile Team

The scrum-agile team consist of the scrum master, product owner, and the development team. When developing the application for SNHU travel each of these roles held an important part in making sure the project met the client’s needs. In the first stage of the project, the scrum master is responsible for assembling the agile team, and making sure the team has a clear understanding of what the client is asking for. An agile team charter is something that was created for this project. The charter described the mission statement and client vision, what must be done to be successful and different values and principles the team should follow. The next step in the project involved the product owner. The product owner was responsible for meeting with perspective users of the application and developing user stories. To create the user story the product owner had to listen to users request and determine which request where a priority and where they would be ranked on importance. Once the user stories where created the development team would start working on the application development. The development team takes the user requirements and develops them into working code. The tester is a part of the development team, the tester worked test cases. These test cases make sure the development team successfully implemented the user request.

## Phases of the SDLC

When creating the project for SNHU travel a scrum-agile approach was used to help the project come to completion. This approach allows transparency throughout the team, this allows the team to have a clear understanding of the implementations needed and what the client is looking for. The sprint allows work to be completed in a timely matter for the client, this allows the client to see the finished product and decide if the project meets the desired needs within the given timeframe. The product backlog allowed an organization within the project development and made sure all the user requirements were accounted for. When the client gives new suggestions or requirements the scrum-agile approach allows the product owner to re-organize the product backlog and change what the team should work on and how they should update their code. Since the development team works on the code in a fast manner, there is room for updates and changes. The product can also be shown to the client after each sprint, a sprint is a time frame of when the development team is working on the code to create the client application. This is a short period that allows the team to work quickly to get out a working application. Since the code is presented at the end of each sprint the client can view how the request are going to be viewed by users and if it meets their desired needs. If not, the client can request a change be made to the product, this means not too much time is lost on the product development and the client is able to catch changes of issues before the completed project. When working on the project for SNHU Travel, it was important to have proper communication within the agile team. When the client requested a change in the project requirements, the scrum team met face to face to discuss the changes and how they will have to be implemented. The face-to-face interaction allowed the product owner to express the client’s needs clearly and allowed the development team to voice opinions and get clarity on what needed to be done. An example of effective communication would be the product owner and scrum master explaining what the client is looking for, the development team is able to ask question and prioritize tasks directly with the scrum master.

Difference in Waterfall development approach. If the waterfall approach to development was used in for the client SNHU Travel, there would have been a different approach to the development. There would have been more time spent planning before starting the development process. With the waterfall method there would not be a scrum team like seen in the agile approach. The requirements established by the client would have still been reviewed the same, in terms of knowing the deadline and what the client is asking for. There would not be any user feedback until later in the development life cycle. Testing is done after the code is created, if there are any mistakes or bugs the code would have the coding stage repeat for debugging and could cause setbacks in the deadline. If the user or client requested a change after coding and implantation stage and or testing stage, the process would also have to be repeating cause a loss of time and money.

Agile vs. waterfall approach. When choosing between and agile approach or waterfall approach, I would consider what the client is asking for and how much time the team will have to work on the project. If the client is asking for a strictly regulated project, I would follow the waterfall approach. The waterfall approach will allow the client to keep track of each phase in the process and will be able to review the work before the team can move on to the next phase. If there is flexibility, and the project needs to be completed quickly, I would use a more agile approach.