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CS-250

7-1 Final Project Submission

The various roles on my Scrum-agile Team specifically contributed to the success of the SNHU Travel project. This includes the Product Owner, Scrum Master, Tech Lead, and Agile Team.

The Product Owner monitors the team and provides assistance when needed to the members while they complete the project. They will also update the clients of the work and relay any changes to the rest of the team.

The Scrum Master manages the agile team and conducts meetings with them. They will get the status of the project daily from the members and address any issues the team members are facing.

The Tech Lead aids the team with information about the project and aids them with any technical support. They are also responsible to relay any information about the project to the team members.

The Agile team is a smaller team of 5-11 individuals that contains mostly developers and testers. They build, define, and test the agile project to make sure everything works as it should.

The SDLC (Software Development Life Cycle) describes all the necessary steps that’s involved in the project development from start to end. It is a framework that lists the activities performed at each point of a project. They must first gather and analyze the requirements – project planning, design, development/implementation, then test it to make sure everything works as it should with product support.

The Scrum-agile approach supported project completion even when the project was interrupted or changed direction thanks to its incremental development. When changes needed to be made, we were able to do so.

Some samples of my ability to communicate effectively with my team would be demonstrating the importance of speaking and listening. In order to relay information over to my team to encourage collaboration amongst all team members, it is also important for me to understand their worries as well.

Some organizational tools and Scrum-agile principles that helped my team be successful was the team velocity estimation. Using this ensured that the project would be done on time, and that nobody was rushed to finish an unknown task last minute. Also, using tools for organizational purposes also helped my team stay focused and communicative.

Some pros that the Scrum-agile approach presented during the project was the incremental development, helped the completion of the projects much quicker and efficiently, ensured the effective use of the time and money for the client, developments were tested and coded during the sprint review, and the projects were easily divided into manageable sprints.

Some cons to the Scrum-agile approach presented during the project was lack of definite deadline, having a larger team posed more of a hassle when using the Scrum framework, and having members leave during the project had a negative impact to the project.

The Scrum-agile approach was the best approach for the SNHU Travel development project, since it was continuously changing, and was in need of an update. It also helped the clients spend the time and money needed in order to fulfill the project.