**Final Project: CS 250**

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CS 250: Software Development Lifecycle

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Each role of the agile team for SNHU Travel had a significant impact in the success of the project. The initial role that contributed to the success of the SNHU Travel project is the Product Owner. The Product Owner carried many roles when dealing with the SNHU Travel project. One of the roles was creating and maintaining the product backlog. The product owner made sure that user stories were prioritized and defined a clear view of what the product should be. Within the SNHU Travel project, the Product Owner and the Scrum Leader sat down with product users and interviewed them. Many ideas came out of the interview, which created a precise user story log for the developers and testers.

The Scrum Master was also especially important in the Scrum team for the SNHU Travel project. The Scrum Master sat down initially with the Product Owner before the development began and had an initial meeting regarding the capacity of the workload and if it was possible to fit in these user stories within the sprint. After the private meeting, the Scrum Master held a meeting for the Scrum team and decided as a team how the product backlog was to be broken up and initially assigned to developers and testers. At the end of the meeting, a daily Scrum was set to take place at 9AM. Along with creating the first meeting and mediating, the Scrum Master continued to mediate daily Scrums within the Agile team. During daily Scrums, the Scrum Master made sure that the user stories were staying prioritized correctly. Side bar notes were kept during daily Scrums for off topic 1 on 1 meetings.

The Developer had a crucial part in the Scrum team. The Developer ensured that best practices were followed, along with personal project management. During the sprint, the Developer worked together with testers and the rest of the team to keep prioritized User Stories and fix any bugs that testers have found. The Developer was able to stay flexible with the SNHU Travel project and ended up finishing the project on time.

The Tester had a smaller part in the Scrum team but was just as important as everyone else. The Tester ensured product quality within user stories. Once user stories were created, the Tester created test cases to test each individual story. The results were then given to Developers for bug fixes.

A Scrum-agile approach to the Software Development Life Cycle ensured an adaptable team that yielded impressive results related to user story completion. During the sprint, daily scrums ensured the completion of user stories. Each person talked about what they were working on the previous day and what they needed to do for the current day. When user stories were completed, the stories were marked as completed on a user story board which ensured a productive and open environment.

The Scrum-agile approach also supported project completion when the project was interrupted and changed direction. For example, at one point the priorities changed on the user stories. News came to be that people were extremely interested in Meditative/Wellness vacations. To stay relevant in the current market, SNHU Travel changed their priorities to Wellness vacations. The developers then had to stop what they were doing and subsequently put their focus on the new prioritized user stories. This change of direction led to a completed project that was more in tune with the current state of vacationing in the world.

Throughout the project, it was especially important to communicate within the scrum team. Communication practices can be shown in many ways. For example, one would be the information radiator. Within the SNHU Travel project, all the information regarding the project was put in one place for openness and transparency within the team. The team was able to access and analyze the information to have a better understanding of their role and duties within the team.

There were a few tools and principles within the Agile approach that helped the SNHU Travel project progress effectively. One of the tools was Azure Board by Microsoft. Azure Board contains many features related to the Scrum-agile process including but not limited to the following: Kanban processes, calendar views, integrated reporting, user stories, bug lists, interactive backlogs, boards, and lists related to the project. One Agile principle that helped the SNHU Travel project was the daily Scrum meeting. The daily Scrum meeting allowed each person in the Scrum team to communicate the progress of the project clearly and efficiently. The daily Scrum was integral in the success of the project.

Overall, The Scrum-agile approach for the SNHU Travel project was remarkably effective. The team worked together well and was adaptive to any problems throughout the process. The team was able to adapt to the Wellness User Story addition and did well at fixing any bugs present within the user stories. I did not notice any downsides to the Scrum-agile approach for the SNHU Travel project. The Scrum-agile approach was the best approach for the SNHU Travel project considering the adaptability needed within the SDLC. Without a Scrum approach, the Wellness user story would have never been added to the program. The project could have also been incorrectly implemented without the openness of using an agile methodology.