Chad Shillinglaw

CS-250 Software Development Lifecycle

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**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project. Be sure to use specific examples from your experiences.** – The various roles contributed to the success of the SNHU project in many ways. First, the product owner was our main point of contact to the customers/user and stakeholders. This person was able to get what our users actually wanted to us, so we didn’t waste time with unnecessary aspects. Secondly, the scrum master helps by keeping everything running smoothly. They do this by organizing and prioritizing the back log items, so the best end product is made. Furthermore, the scrum master helps facilitate the meetings as well as removing anything impeding the progress of the development team. Lastly, the tester and development team are the ones that bring the project to life. They take all the work the product owner and scrum master did gathering and organizing user stories and requirements and develop the project incrementally.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**. **Be sure to use specific examples from your experiences**. – The scrum-agile approach helped the user stories come to completion by allowing us to know exactly what the user wants and does not want. This saved time in planning by allowing us to only work towards the user’s vision of the end goal. Through meeting with stakeholders and/or users we were able to know exactly what the customer wanted us to build.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**. Be sure to use specific examples from your experiences. – The scrum approach helped tremendously when changes/interruptions occurred. This is because the approach allowed for flexibility. By this I mean through effective communication, whether it be through email or daily meetings, changes were easily discussed and organized by priority. This allowed for fast adaptation to a new plan.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication**. **Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members**. – I was able to communicate effectively with my team during the daily scrum meetings. As the role of tester, I had to explain my test cases and to my team as well as any issues that arose during testing. Furthermore, I had to use effective communication during any email I had to send to team members for further explanation on requirements or changes.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. **Be sure to reference the Scrum events in relation to the effectiveness of the tools.** – The main organizational tools that helped my team were the daily scrum meetings and use of information radiators such as a whiteboard with sticky notes. The daily meetings allowed everyone to talk about what they did yesterday, their assignments for the day, and how they plan to accomplish these assignments. As well as any problems that have hindered. Furthermore, the use of the whiteboard allowed us to have a visual representation of our progress during this project.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project. Be sure to address each of the following:**

* 1. **Describe the pros and cons that the Scrum-agile approach presented during the project.**

The pros of the scrum agile approach are better organization, lower costs, and better communication. The cons of the scrum agile approach are it must be scaled to work at corporate levels, and there is a learning curve when trying to implement this approach in a traditional company that uses methodology like the waterfall method for example.

* 1. **Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.**

I believe the scrum agile approach was the best approach for this project. This is because it allowed us to communicate with users and build the project to their expectations. Furthermore, it saved on time and costs by allowing us to focus on what was expected and wanted instead of guessing what we think the user would like. In addition, the effective communication helped when changes occurred. The team was able to adapt to new requirements without having to wait till the end of development.