

An abstract graphic on the left side of the slide, consisting of a network of light blue lines and small circles, resembling a circuit board or a stylized tree structure, set against a blue gradient background.

SNHU TRAVEL PROJECT

MAIN ROLES

- Product Owner - Responsible to manage the product
- Scrum Master – Manages the Scrum Team
- Developers – Delivers increments of "Done" products during every Sprint
- Testers – Tests the product and the user stories
- Users – Gives stories and data about good features on a product

PHASES OF SOFTWARE DEVELOPMENT LIFE CYCLE

- Planning – Product Owner, Scrum Master and the client get together to plan and calculate total cost, a timeline with target goals and creating a Scrum team.
- Define Requirements – determine how the product should look and what it should do
- Design – design phase models
- Software Development – writing of the program done by the Developers
- Testing – testing is done to make sure everything works correctly and test how secure the software is
- Deployment – project is made available to users
- Maintenance – users discovers bugs that aren't found during testing so the software needs to kept maintain and updated

WATERFALL DEVELOPMENT

- Every phase must be done before the next phase
- It is easier to understand than an agile approach
- There is no overlap on phases therefore it is well organized

Cons:

- Changing requirements will cause to start all over
- Bad for complex projects but can be really good for smaller projects
- Client will need to wait until the end to see the project

AGILE DEVELOPMENT

- The client can see the project anytime and can request changes anytime without causing a re-start of the project
- When client asked for a type of travel being focused on detox/wellness, we were able to do it without changing deadline or causing us to start all over
- Agile is great for complex projects like the SNHU Travel project
- Better collaborations between the Scrum Team

REFERENCES

- <https://phoenixnap.com/blog/software-development-life-cycle#:~:text=Software%20Development%20Life%20Cycle%20is,%2C%20Test%2C%20Deploy%2C%20Maintain.>
- <https://scrumorg-website-prod.s3.amazonaws.com/drupal/2016-08/Characteristics%20of%20a%20Great%20Scrum%20Team.pdf>
- Course Book and Notes