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February 17, 2023

CS-250

Final Project

The Southern New Hampshire Travel Project utilized the agile method in order to meet the client’s needs to increase user activity, satisfaction, and attract a larger number of customers.

A Scrum Team is made up of a project owner, development team, testers, and a Scrum Master. The project owner communicated with the client to understand what end-goal the project needed to achieve, the wants/needs of the client, and the timeframe. The product owner was able to efficiently communicate with the client and the development team when changes to the project were necessary to better satisfy the client. The product owner also created user stories that gave a clear description of what the project required and created a backlog to properly order the user stories based off priority. The backlog and user stories ensured the development team understood what was of most importance to the client, how large the task was, and clear descriptions of what each task should result in. The development team aided in the success of the project by providing the customer with work that exceeded expectations. When the project changed, the immediate questions included, “Do we need to scrap everything we’ve done so far?” and “Will the timeline for sprints and deadlines change?” The development team understood the changes were necessary and were able to adjust the project according to the customer’s needs. The success and efficiency of the development team is partly due to the Scrum Master. The Scrum Master arranged for daily Scrum meetings, which allowed for communication between the team about tasks, issues, and updates. The Scrum Master also aided in reducing outside distractions from the development team to ensure their main focus was on the task they were assigned. Lastly, the tester allowed for both the product owner and the development team to understand what needed to be communicated to the client and what adjustments needed to be made to the project. The test cases done by the tester provided a clearer insight on how the project runs and the design.

The Scrum-agile approach to the Software Development Life Cycle focuses less on planning than the waterfall method and more so on development of working, high-quality software in a shorter period of time. The Product owner begins the planning stage by obtaining information on the needs of the client, creating the user stories, and the product backlog. The development team then works in sprints to complete specified user stories and creating working code for each task. After this stage, the testers begin working to observe if the software is functional, meeting the needs of the clients, if they need more information on how the software will run, and the performance of the software. During the SNHU Travel Project, the testers realized our team needed more information on the design of the project for high-quality functionality for the user. Finally, after completing all stages of the SDLC, the product can be released for use.

The agile method promotes communication between team members, the ability to make real-time decisions, and to go back and adjust the project as needed. This method allowed for the client to request to make changes to the project based on their needs, even after development had already started. In this project, after the design of the top five locations was completed, the client determined that it would better fit their business if the top five locations listed were focused on wellness and detox vacations. If the waterfall method was utilized for this project, the development team would not have been able to make these changes; however, the agile method allows for adjustments and leaves room in the timeline for issues and changes that need to be made. Communication between the product owner and client is strongly encouraged to ensure satisfaction and the agile method made this possible.

One of the main sources of communications between myself and other team members was the use of daily standups and information radiators, Daily Scrum meetings allowed for each member of the team, including the product owner if they were able to attend, to understand the progress of each sprint, updates on completions of tasks, and any issues that may have occurred. My team was able to understand where assistance was needed due to efficient communication. During development of the SNHU project, I ran into an issue with the section of code I had written not running properly. After I communicated this issue with the members of the team, I was able to get help to resolve the issue and learned a new skill that I was unfamiliar with. The information radiator also allowed for a visual representation of the progress of the project. My team utilized a white board in the room we used for daily standups and consistently updated it throughout the day to ensure each member of the team received both verbal and visual communication of the development of the project.

Along with a visual representation of the project, the team also used Azure as a digital aid in the organization of the progress of each task, clear view of the user stories and backlog, and complications. The team is able to access Azure whenever they need to and comment on each other’s work too increase efficiency in completing tasks. One of the main principles my team adopted was, “Strategies and tactics are highly adaptive, responsive, and change is welcomed.” This principle was especially important when the project took a change in direction. An agile based team needs to be flexible to keep the customer’s vision in mind.

The Scrum-agile approach was certainly the best approach for the SNHU travel project. The project was completed efficiently in a timely manner due to the division of the workload, the prioritization of communication, aid from other team members, and the ability to adjust as needed. For instance, if the waterfall method were utilized for this project, the client would not have been as satisfied with the end result of the product because it would not have been curated to meet their needs. The agile method focuses on satisfying the customer with a product that will meet expectations at the end of development. For this project, I do not think the Scrum-agile approach has any cons. I believe each team member serves a vital role in the development of the project and allows for the development of a high-quality product.