CS 250 Software Development Life Cycle Clifton Brann

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Throughout the entire process of learning about the SDLC and Agile methodology communication has been heavily emphasized. As a Scrum Master, there is the responsibility of facilitating communication, as a Product Owner there is the focus of communication between the stake holders and the Development Team, as a Tester there must be a clear understanding of the goals of the product, which can only come from communicating with the Product Owner, and the Developers must understand clearly what it is they are supposed to be building.

Looking from the outside in, the appearance of the necessity of clear communication is key to making this method of project management work. However, as has been observed before, the different parties in this methodology don’t all speak the same language, but through proper cross training and education, all the team members will be on the same page, and will be able to communicate Cleary with each other.

Some practices that will help implement clear and open communication are Scrum Meetings, also called a Daily Stand-up, and Kanban Boards. The first item will allow each participant to have a couple of minutes to show and tell what they have done, what they are doing and what they are going to be doing next every day of the sprint. As the teams become more familiar with the process the standup should go faster and easier, assuming that all parties buy into the process and participate fully. Kanban boards will allow for clear and easy tracking of what every team member is working on, what is left to do and what has been done already. I thin that both of theses communication items should help with the team being able to communicate more effectively.

When considering the SNHU Travel assignments, it became very apparent that there needed to be clear communication on the teams part, to accomplish what the stakeholder wanted. Despite there being some massive changes in the middle of the project, the openness of communication and the flexible nature of Agile allowed for a significant change to be made in the minimum of time lost to replanning and reacting to the change. In working through the various roles associated with the SNHU Travel project, it became clear that Daily Scrum, Backlog Planning, and the Sprint itself were going to need to be addressed to implement the changes that were desired by the client.

I found the Backlog Planning done as the Product Owner to be some of the most valuable work to be done, at that point, because it allowed me to encapsulate and distill the desires of the Client to some simple and clear ideas, that would allow for, hopefully, easy implementation. I think the work really starts I the preparation of the Stories for the Backlog. Without a clear goal, it is hard to chart a path and see the items you need to define to achieve the goal. I think as with anything, a good foundation and clear expectations lead to a complete picture of the goal, and allows the team of Developers to chart their own way through the process to achieve the goal, with the support of the Scrum Master and any necessary resources.

When I look at the Agile tools available, I seem to like Jira the best, due to its adaptability. It looks like it would allow for asynchronous non adjacent teams to communicate and track the work they are doing easily. By being able to customize the existing templates to the team’s needs, Jira looks like it would enable better communicate and real time task tracking of what is happening on the team. (Helmerson, 2020) Jira can be used by any company that is looking to utilize the Agile methodology for project management. According to the website whether its a small team or organization wide, Jira will fulfill all the Agile needs, with whatever customization is required. (Atlassian, 2019) By making tasks visible to each participant, communication will be easier, and hopefully the work will get done more efficiently.

References

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