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CS-250

Module 7

Final Project report

How did roles on my Scrum-agile team contribute to the successful project?

Scrum roles help guide the team to format how to complete their user end stories. A successful story shows the efficacy of the method of Scrum that was used. In the Module 6 group discussion I believe our team gives an effective approach to playing the part of a scrum team.

How does a scrum-agile approach to the SDLC help each of the user stories become completed?

The vacation project was finished with success. The success of this project was due to the use of the Scrum-agile approach. With the scrum approach, the user stories were able to be reviewed and edited correctly to fit the relaxing and detoxing trend among the target audience that ChadaTech wishes to appeal to. This ended with user stories being completed in the new guide given.

How did the Scrum-agile approach support the project when the project was interrupted and changed direction?

As I mentioned before the travel project was interrupted by the new approach to what type of vacations were desired by the target audience. The agile approach allowed us to re-review the current direction of the project and change it to fit the new customer request.

How did I communicate effectively with my team?

Within our journals we practice asking questions in emails to different roles within the team. Although the team was hypothetical, I allowed me to practice communicating thoroughly within my team.

What organization tools and Scrum-agile principles did I use that helped with my team’s success?

Organization is very important in all roles. One role specifically though is the development team. One key trait a developer must have is self-organizational skills. The time estimates that it takes to complete a project is crucial to finishing. The time estimation tool that can help greatly is a burndown chart.

Assess the effectiveness of the approach for the SNHU Travel project.

I believe the agile approach was effective, because of the successful result. The success is due to several reasons. A few of the key things that brought this success are the organizational tools used, communication between team members and continuous improvement through the agile sprints. The only cons I can think of are that the challenges created within our project were very simplistic. In real world scenarios, I doubt the change needed would have been so easy. The only challenge created for us, students, to adapt to was a customer appeal direction change to the systems features. I picture in real world team that the challenge would have been an entirely need function for the feature. Not as simple as what we received.

For the challenge we were presented with, agile is great, but not needed. No new functions were being created. If this was a more difficult request agile would be needed to complete. I, like many others, love the idea of things being easier to fix for future scenarios. Client demands change rapidly and the features that developers make may not keep up with the current demands. Agile is very much needed for future real-world projects. However, the SNHU I feel was simple enough that waterfall would have worked as well.