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CS-250-T2781 Software Development Lifecycle 22EW2

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12/11/2022

**A. Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.**

The scrum master contributed to the success of the SNHU Travel project in a variety of ways. Their overall focus is to ensure the team remains productive and doing things in an optimal way. The scrum master can help to facilitate discussions between team members, helping to resolve conflicts and ensure everyone is working together towards the same goal. The scrum master did this in the SNHU travel project when they asked claryfying uestions to the product owner about the changes made to the project goals and how that affected the timeline and deadlines. The scrum master can also help to ensure the team is following the scrum process, and can help to track progress and identify any areas that need improvement. They did this in the SNHU travel project by communicating with the team what the expectations for the scrum meetings were to ensure that they remained productive. The scrum master can help to identify any risks or potential problems that may arise during the project and provide guidance on how to address them. They did this in the SNHU travel project by using their knowledge of the bigger picture of the project and business goals to make sure that the project was progressing in the right ways.

A tester on a scrum-agile team is responsible for ensuring the quality of the website. The tester works closely with the development team to identify and address any issues or bugs in the website. The tester did this well in the SNHU travel project when they communicated with the developers via email to clarify any concerns that they had. The work of testers can include conducting various types of testing, such as functional testing to ensure that the website works as intended, and performance testing to ensure that the website can handle the expected traffic and user load. These are important things to do to ensure that the SNHU travel website has a good user experience and everything is functioning as intended. The tester also helps to prioritize and plan testing activities, and provides feedback to the development team to help them improve the website. In the SNHU travel project, the tester was flexible and communicated how changes made to the project reuirments might affect their work.

A software developer on a Scrum-agile team is responsible for developing the code that goes into creating the website and ensuring that it is high quality and meets all the standards and specifications created by the product owner and scrum master. They also provide feedback on the code in the form of code reviews to ensure that the existing code can be extended and new features can be added if needed. They are the team members who take the ideas of the product owner and implement them to fulfill the reuirements od the user stories. Software developers were responsible for implementing the designs and reuirements into code for the SNHU travel project. They also communicated with the other team members to clarify and uesitons and assist the testers on any issues that came up.

A product owner on a scrum-agile team contributes to the success of developing a website by providing clear direction and vision to the team. The product owner is responsible for the product backlog, which details the features, tasks, and goals of the project and ensures the team's goals are in line with the overall objectives of the project. The product owner in the SNHU travel project performed their role effectively when they recieved new feedback and made changes to the backlog to prioritize the most important features and still have a good chance to meet the project deadlines. They are also responsible for prioritizing tasks and features, providing feedback from customers as well as team members to the team, and communicating progress to stakeholders and other people involved in the project. Product owners also collaborate with the team to ensure the development process is efficient and effective.

**B. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.**

A scrum-agile approach to the software development life cycle helps to break down large projects into smaller parts, allowing user stories to be completed in an efficient way. Sprints are utilized to focus on certain tasks and to avoid being disorganized by a large project. Focusing on a few specific tasks, allows user stories to be completed faster. Having a set timeline for the development of each user story is also helpful so that all the stakeholders can be informed on the development process and speed that is estimated. A scrum-agile approach helps ensure custumers feedback is incorporated into the final product, by having rapid iterations and allowing for speedy changes as needed.

For the user story that asked for a list of top ten trips, a Scrum agile approach was helpful in breaking down the reuirements into smaller parts. It was also helpful by allowing for rapid feedback and enabling changes to be made based on claryfing comments. For the user story that asked for mobile app, a Scrum agile approach was helpful by allowing for the developers to push back on the original designation of it as a user story, and emphasize that it was large and should be designated as an epic.

**C. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.**

Scrum is a flexible and adaptive methodology that allows for changes in direction and priorities. The Scrum framework is built around the concept of iterative development, where the team works in short, focused sprints to deliver small, tangible pieces of the project. This means that the team can easily adapt to changes in direction or priorities, and can quickly incorporate new information or requirements into the project. regular communication and collaboration are emphasized. This regular communication helps to keep the team on track and ensures that everyone is aware of any changes in direction or priorities. The product owner works closely with the team to define and prioritize the work that needs to be done, and can adjust the project plan as needed to incorporate changes or new requirements. when changes were made to the goals of the SNHU travel project, utilizing a Scrum-agile approach helped the team adapt to the new changes and reorganize their project to maintain their velocity and meet their deadlines.

**D. Demonstrate your ability to communicate effectively with your team by providing samples of your communication.**

During the discussions with my team, I took on the role of tester and communicated with the other members of the team which included a developer, product owner, and scrum master. I focused on ways that we can improve the development process and how the developers can communicate better with the testers. An example of a way that I suggested improvements for the development process is shown by the following qoute. "I agree that pair programming is an effective strategy that should be implemented."I utilized my prior knowledge of development to suggest a practice that might boost efficiency. An example of when I discussed how to increase collaboration between developers and testers is shown by this qoute. "It can also be helpful for developers to pair with testers to go over any errors that pop up. It's possible that what may look like errors, are actually intentional on the part of developers so having a way to communicate with the developer in question can help reduce confusion." I discussed ways to mitigate misunderstandings between the testers and the developers.

**E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.**

Utilizing a backlog that can be changed to match new features and reuiremnets helped our team be sucessful because we were able to adapt to changing information and incorporate user feedback into our sprint iterations to build a more relevant and useful product.

Having freuent meetings to communicate changes and gather feedback from the team is another agile principle that helped the team be successful in creating the SNHU travel website. Developers and testers getting new information in meetings and gathering information to adress the new reuirements and give feedback and context to the product owner to determine the feasibilty of the new changes being possible to accomplish by the original deadline is another Scrum-agile approach that helped lead to the success of the SNHU travel project.

**F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

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

One potential negative is that Scrum can be resource-intensive. The regular meetings, daily stand-ups, and other collaborative activities can require a significant amount of time and effort. This can be challenging for teams that are already stretched thin, and can lead to burnout or other negative consequences. If the development team in charge of creating the travel website had good communication between the team and had tight deadlines that they were unsure if they can meet, having daily meetings could be a blocker towards their goal of meeting all their deadlines. In that case, some meetings might be more efficient to be cancelled and be replaced by asynchronous written communication.

Another potential negative is that Scrum can be unpredictable. Because the work is done in short sprints, it can be difficult to predict exactly when a particular feature or aspect of the website will be completed. This can make it challenging for teams to plan and coordinate their work, and can lead to delays or other problems. when the product owner made freuent changes to the goals of the travel project, it was difficult to make accurate estimates for how long the new features would take to implement. The product owner mentioned that they wanted to keep to the same schedule which puts more pressure on the developers and testers to add the new features.

One of the key benefits of Scrum is that it promotes collaboration and regular communication among team members. The daily stand-up meetings and other collaborative activities help to ensure that everyone is on the same page, and that any issues or challenges can be addressed quickly. This can help to prevent misunderstandings and miscommunications, and can improve the overall quality of the website. This was especially important for the SNHU travel website because the reuirements changed drastically, so ensuring everyone on the team was on the same page was crucial to the success of the project.

Another advantage of Scrum is that it allows for flexibility and adaptability. The iterative nature of the Scrum framework means that the team can easily incorporate new information or requirements as they arise, and can adjust the project plan as needed to reflect changing priorities or direction. This can help to ensure that the website meets the needs of the business or organization, and that it is delivered on time and on budget. An example of this in the travel project was when feedback was solicited from varius customers. The agile process offers the flexibility to make changed based on their feedback. The feedback from the customers is able to be incorporated and broken down into user stories.

A third advantage of Scrum is that it encourages continuous improvement. The regular retrospectives and other review processes built into the Scrum framework provide opportunities for the team to reflect on their work and identify areas for improvement. This can help to ensure that the team is always learning and growing, and that the quality of the website improves over time.

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

Overall, I think that the Scrum-agile approach was the best approach for the SNHU Travel development project. The Scrum-agile approach offers many advantages for building a website, including promoting collaboration and communication, allowing for flexibility and adaptability, and encouraging continuous improvement. These benefits can help to ensure that the website is delivered on time and on budget, and meets the needs of the business or organization. The SNHU Travel project benefited greatly from the flexible nature of a Scrum-agile approach. The stakeholders in charge of the projects changed their mind about the focus of the project and created new deliverables which necessitated rapid changes, and because a Scrum-agile approach was used, the development team was able to more easily incorporate these changes into the project. The iterative nature of a Scrum-agile approach helped the team be confident that their project was valued by users because it allowed them the freedom to gather feedback and adapt to the results of that feedback if it was deemed necesarry.