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Final Project Reflection

CS 250

2/21/2021

The success of the SNHU travel project relied heavily on teamwork and the use of agile product development. Each individual member, or group, was responsible for completing their set of tasks in order to produce the final product. First off, as the Scrum Master, I was in charge of leading the scrum team and facilitating the scrum events. Said events included but were not limited to sprint planning, daily scrum meetings, and communication between groups of the scrum team. Next, the Development Team had the responsibility of producing workable code, this was done efficiently through the use of agile methodologies such as sprints. During the sprints, our development team would produce workable code rapidly and was able to accommodate any changes with ease using agile, as compared to the traditional waterfall approach. Users and Stakeholders will help the scrum team by providing user stories that let the team know how the final product should function based on requests and requirements. Finally, our Product Owners and Testers collaborated with fellow members to update any changes that needed to be made or produced test cases if necessary.

Scrum-Agile methods gave the team a strong foundation on which to build an end product that met the needs of the users. The way in which said needs were presented to the scrum agile team was through the use of User Stories. User stories are created by the product owner and consist of a set of requirements that the product owner would like to see implemented into the program. An Example of a user story from the SNHU travel project would be the desire to create an individual user profile. This individual user profile would allow the users to store personal information, set price limits, and view customized packages based on personal interests. Another great example of a user story that our scrum agile team implemented into the program was the price limit feature. Allowing users to filter all listings in order to accommodate various budgets and appeal to all classes of people.

Out in the workforce changes are constantly occurring and it is very important to be able to adapt and overcome change. Using the scrum agile approach to software development our team was able to effectively update the final product and produce working code well within the scheduled time. This was done by allotting time and making provisions beforehand, anticipating change or troubles in the future. An effective strategy as new information is bound to surface during production and problems are inevitable when developing software. Agile is used best when developers create workable code in an efficient manor thus achieving a final deliverable sooner and when reviewing can go back and make changes, as necessary. This proves to be more useful than the waterfall software development method where the developer, or development team, struggle to produce perfect code that may execute efficiently but would waste time and resources if any updates or changes needed to be made before a release. Overall being able to adapt to change gives the agile development approach an advantage in the workforce today which is why more and more companies are switching over.

A sample of effective communication with team members is the use of email to contact members of the scrum team directly regarding any questions or concerns. Another example of effective communication on the scrum team is the daily stand up meetings. This is a great way for all members of the team to voice their opinion and make sure they are heard. Collaboration can be facilitated during the daily scrum by the scrum master if members are shy or quiet, and this will ensure proper communication amongst the team. Often great ideas go unnoticed due to lack of good communication and the scrum agile approach tries to eliminate this problem.

The organizational tools and scrum agile principles that helped the team achieve success would include the daily scrum meetings, sprint planning, and information radiators. First the daily scrum meetings, or a daily standup meeting, is a meeting that takes place first thing in the morning. At this meeting, the topics usually revolve around the three main daily scrum questions. These questions are What did I do yesterday, What I am going to do today, and What am I currently struggling with. The aforementioned questions have proven to be effective in industry and are a great way for the entire scrum team to keep updated on each other’s progress and help one another out when needed. Afterall, collaboration and teamwork allow people to produce better end products and is the basis of the scrum agile approach that make it so successful. Spring planning is the planning that goes into the upcoming sprint. This is typically done by the scrum master, and they must account for many factors and people in order to produce an effective sprint plan that utilizes the scrum teams time wisely. An efficient plan will guide the scrum team in producing a final product that meets or exceeds the expectations of the end users and product owner. Lastly the information radiators are a useful tool to keep track of a scrum agile teams progress. Information radiators could be a whiteboard or wall of an office space, also an information radiator could be in a digital format. Both types have their pros and cons but the deciding factor for a company as to which method they should use would have to be if they wanted the information to be accessed remotely or if they would want it to be physically in front of the team for easy reference.

The effectiveness of applying a scrum agile approach to software development on the SNHU travel project showed itself as the team delivered an end product that met or exceeded expectations, as was the goal. Pros of the scrum agile approach presented during the project were the ability to adapt to change, communication throughout all members of the scrum team, and an expedited delivery of an efficient end product. At the end of the day saving time out in industry saves money and that is the practice that keeps successful businesses thriving. A con of the scrum agile method that could present itself in industry is that this methodology requires switching over business practices and strategies from the very different waterfall approach, if said company was using this approach before. The reason for this being a problem is that not everyone in the workforce is open to change; certain people who may have used the waterfall approach their whole life might not want to take the time to learn and adapt to something new, even if that new change could possibly improve their efficiency and quality of work. However, these people were not encountered during the SNHU travel project as all members of the team got along great and loved the new agile approach. As the Scrum Master, I believe that the scrum agile approach was the best way to plan out, execute, and complete the SNHU travel project. Scum agile methodology worked well for all members of the scrum team and the team is looking forward to tackling more projects using this approach in the future. Finally, the recommendation as to whether or not to shift the entire company from waterfall to agile would be to go ahead and give it a try as the benefits will save money, improve product quality, and facilitate a productive work environment.