SCRUM

This tool is certainly very interesting. By separating the project into manageable sprints, the project becomes less overwhelming by far. By separating out each task, and the ones ahead of them, members of the group can complete tasks and figure out what is next all without having to consult with the group or management.

Additionally, a fairly severe problem in software development seems to be that quite a few projects go through their lifecycles, end up being canceled, and in the end have no working code to show for the efforts made. The scrum lifecycle combats this by offering the promise of a working prototype at the end of each sprint. In the situation where the project was canceled, there would presumably be at least part of a useful project to the customer, so they wouldn’t have to see a complete waste of their investment. Because of this, and because these senior projects have a reputation of not being completed, I believe scrum is a good choice for these classes.

Finally, being able to drag items into the backlog and being able to check tasks off as they are completed is incredibly satisfactory.

We currently find ourselves finishing up the third sprint of our journey. We find ourselves falling slightly behind the pace we’ve expected, but we’d like to attribute that to the time spent to learn this new system, and a lack of a full understanding of how to implement it. We now have a more thorough understanding however, and in Fall Quarter we expect to hit the group running to finish this project.