**7-1 Final Project Submission**

**CS250**

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* The Scrum-agile team consisted of different members, including the Scrum Master, Product Owner, and the Development team (Schwaber & Sutherland, 2011).  Each of the team members contributed significantly that helped in the optimum success of the SNHU travel project. As a Scrum Master, I was responsible for helping the Scrum team and the organization to understand the Scrum practices as well as theory. I also did my part by coaching and helping the team members and enhancing the effectiveness of the Scrum team. For instance, there were a number of hindrances that came in the way of the completion of the development of the application of SNHU travel. One of the impediments was the lack of availability of resources at the right time. I tried my best and was successful in removing the impediment while ensuring faster progress of the project. As a Scrum Master, I coordinated the whole development process. The Product Owner in the Scrum-agile team was responsible for maximizing the product value (Schwaber & Sutherland, 2011).  The Product Owner successfully carried out the assigned role by developing and clearly communicating to the team that the product goal was to help the customers of the travel agency to easily connect with SNHU travels and make bookings faster. The developers of the Scrum team were responsible for delivering the actual product increment (Core scrum PDF version - scrum alliance, 2020).  developers mainly helped in programming, analysis, and testing of the application. All the team members contributed significantly and ensured the optimum success of the SNHU travel project.
* The software development life cycle (SDLC) outlines the different tasks that are involved in the software development process. The various tasks or steps of software development are planning and requirement analysis, defining requirements, designing of the product, developing or building the real product, testing the product, and finally deployment of the product in the target market (Radack, 2009).  The Scrum-agile approach enabled to break down of the development project into different user stories. This helped the team members to understand each and every user story better. Moreover, the team members were also able to prioritize the user stories and focus on one user story at a time. It helped in the completion of all the user stories with a focus on functionality and quality. The agile approach enabled the team members to collaborate better and meet the end goal. For instance, the Scrum-agile approach helped in focusing and completing the user stories, such as the ability of the application to manage the workflows of the travel agency and increase the convenience of the customers.
* The Scrum-agile approach supported the completion of the project even when the project changed direction and was interrupted. As the development process is divided into several sprints, it provides the team with a scope to accommodate the necessary changes and interruptions in the project. In the final sprint, the project changes were discussed, and accordingly, plans were made to implement the changes in the development project (Radack, 2009).  For instance, the SNHU travel project was interrupted owing to the demand of the travel agency to add a special feature in the application that allows the users to avail a discount on their first booking. In the final sprint, this was discussed, and owing to the flexibility of the Scrum-agile approach, the feature was added successfully, and the project was completed.
* Collaboration, as well as communication, is at the core of the agile software development process (Hummel et al., 2013).  As a lot of events and activities takes place in a Scrum team on a daily basis, communication among the team members is important (Wyrich et al., 2017).  As a Scrum Master, I have been successful in communicating with my team members. One of the examples of my effective communication ability is when there was a problem that impacted the progress of the SNHU travel project. At a point in time, my team got divided into two parts. One of the team believed that due to complexity, it was impossible to complete a sprint within the set time period. However, the other team believed it was possible. As a Scrum Master, I intervened and convinced my team members that it was absolutely possible to complete the sprint on time. I encouraged them to keep working and showed them the strategy to get the task done faster. Finally, they were convinced and collaborated with the other team members and finished the sprint on time.
* One of the organizational tools that helped my team to be successful in the SNHU travel project in JIRA. It is an effective agile project management tool that has features such as cumulative flow diagrams, customizable Scrum boards, bug, and issue tracking, and reporting (Özkan & Mishra, 2019).  This tool proved to be effective in the Scrum events. For instance, the cumulative flow diagrams and bug and issue tracking feature of the JIRA tool helped in easily identifying the potential impediments during the daily Scrum meetings. This allowed the team members to make quick decisions and adjust the plan for upcoming work. The Scrum-agile principle of collaboration also helped my team to be successful in the project. The principle of collaboration refers to clarity and awareness among the team members. During all the Scrum events, my team members collaborated effectively. Each of the team members were well aware and had clarity on what the other team members were doing. It helped the team to collaborate better and complete the project successfully.
* The Scrum-agile approach was effective for the SNHU travel project. One of the pros of the approach was its flexibility. It allowed the team to easily make any kind of changes to the application at any point in time. Another benefit is that it increased the overall quality of the application (Özkan & Mishra, 2019).  Quality is at the core of any Scrum-agile project. The implementation of the approach also helped in reducing the overall cost of development and enabled faster time-to-market. One of the major cons of the approach in the project was that the team members lacked the requisite skills to implement the approach. So, a significant amount of time was invested in providing them with appropriate training.

The Scrum-agile approach was indeed the best approach for the SNHU Travel development project.

**References**

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