CS 250 Final Project

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SNHU

CS-250-13626-M01 Software Development Lifecycle

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Applying Roles:

The success of the SNHU Travel project depended on the meaningful contributions from every role within our Scrum-Agile team. I managed the backlog prioritization according to customer needs during my role as Product Owner. The Scrum Master conducted daily stand-up meetings while removing obstacles and maintaining adherence to Agile principles. Designers, developers, and testers comprised the Development Team which worked together to create functional product increments. The Product Owner outlined requirements for the booking system feature which the Development Team then implemented and tested while the Scrum Master maintained effective communication throughout the project iterations.

Completing User Stories:

Through the Scrum-Agile framework user stories reached completion through iterative development focused on short cycles of value delivery. An instance of progress was seen through the establishment of a system for user authentication. The first user story demanded a simple login system that the team delivered during Sprint 1. Stakeholder feedback prompted the integration of new security features including two-factor authentication during Sprint 2. The iterative approach delivered ongoing enhancements while maintaining alignment with client expectations.

Handling Interruptions:

SNHU Travel submitted a substantial change request during development which necessitated updates to our payment processing system. Our use of Agile principles allowed us to shift our project priorities while maintaining the schedule. The Scrum team performed backlog refinement to reassess priorities and updated sprint goals as needed. We launched incremental updates to avoid delaying the release while we continued developing other planned features.

Communication:

Our project succeeded because of effective communication between team members. Real-time discussions were conducted on Slack while task management was handled through Jira and daily stand-ups dealt with project blockers. In the stand-up meeting of Sprint 3 a developer discussed the difficulties they were encountering with API integration. The team quickly escalated the issue and arranged a collaborative debugging session which led to a resolution within hours. Team transparency helped establish a cohesive group environment while reducing project delays.

Organizational Tools:

Our efficiency improved greatly thanks to the combined use of essential organizational tools and Scrum-Agile practices. Through Jira teams managed their sprint planning and backlog while Confluence acted as the central knowledge repository. Sprint Planning sessions helped us align our team's deliverables while Sprint Reviews allowed stakeholders to give continuous feedback. Through Sprint Retrospectives we pinpointed improvement areas like enhancing our code review process to eliminate bottlenecks.

Evaluating Agile Process:

The SNHU Travel project experienced both positive outcomes and obstacles while utilizing the Scrum-Agile approach.

Pros: Enhanced flexibility, continuous feedback, and faster time-to-market.

Cons: Remote teams face difficulties maintaining scope control because of evolving

requirements that demand unceasing collaboration.

SNHU Travel selected Scrum-Agile methodology because it best accommodated changing project requirements while delivering iterative enhancements and maintaining client alignment.