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7-1 Final Project

Project Manager:

The Project Manager was successful in the creation of User Stories. The User Stories where able to properly keep on track the Developers when it came to implementing features into the product that was delivered. The Project Manager was also successful in the proper implementation of Product Backlogs for the Developers in which the deliverables were properly categorized which further helped with prioritizing.

Scrum Master:

The Scrum Master successfully kept the team in track throughout each sprint. The teams were able to successfully implement Agile practices throughout the development of the product because of the Scrum Master who guided them to have them manage and organize themselves. The Scrum Master was able to properly form a link of communication between the Customer, Product Owner, and Developers.

Developers:

The Developers were successful in the development of the product this was due to the self-management and organization of the team. The Developers managed their progressed throughout each sprint and planned accordingly to meet each deliverable that was given. The Developers were also able to properly implement any changes given to the Product Owner by the Customer in due time without affecting the deadline.

With the Scrum-Agile approach user stories were successfully implementing by prioritizing what is needed. By numbering the priority in which each user story needs to be implemented we can track what is needed to be done. During each sprint we prioritize what is on top of the list and with daily scrum meetings we can focus and note down what we need to work on to implement deliverables.

Due to how the Scrum-Agile approach works we can have a flexible SDLC. Because we can make changes during any sprint, at the end of a sprint, we show what we have to the Customer and if any changes need to be implemented then those changes get communicated down to the Developers. During the development of the SNHU Travel project there were changes to the type of vacation to have in the slideshow and these were implemented after the Customer made the request.

Communication was done through e-mail if there were any questions that needed to be addressed Developers kept a close line of communication. If there was a need for the Developers to communicate with the Product Owner, we could first talk with the Scrum Master which then communicated what is needed to the Product Owner. During the SNHU Travel the Scrum Master needed to communicate with me to explain more about the user stories after doing so she was able to properly finish.

A tool that was used for organizational purposed was the burndown chart. With this we were able to track our progress and visually see how we were doing during each sprint. With the burn down chart we kept a close eye to see whether we were behind for that sprint or if we were ahead of schedule. This was useful during Scrum meetings in which we were able to see our progress and therefore see if we needed to work faster.

The implementation of the Scrum-Agile approach was a success for the SNHU Travel project. We were able to deliver the product on the day of the deadline. Because of how the Scrum-Agile approach works we were able to implement changes from the Customer and showcase those changes to them. We were also able to have a tangible product in which we would see whether it worked properly during the whole development cycle. Some downsides to the Scrum-Agile approach are the amount of planning which isn’t much when compared to the waterfall approach and also the number of unexpected things that can happen due to the little amount of planning.