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Throughout the Scrum-agile project, each member of the team contributed to the success of the SNHU Travel project. Starting with the Product Owner, she met with the client as well as SNHU Travel users to collect requirements. Once she knew what the system needed she created a Product Backlog filled with stories. Each story was created with various requirements in mind. This time-consuming process is a very important aspect of a project’s success. Without a Backlog, the development team would have no direction, and testers would have nothing to base their tests off of. Once each story was created, sized, prioritized, and given a description, the development team could start their work.

The developer took stories from the Product Backlog and created a working system from them. Specifically, a “Top Five Destinations” interface was created. This interface displayed five popular destinations one could scroll through, as well as included a picture and description for each one. After some consideration, the scrolling functionality was changed to one similar to a slide show where users could click through the various destinations. Finally, after feedback from the client, the developer changed the “Top Five Destinations” to “Top Five Destinations for Wellness”.

As the developer worked on creating the system, the tester went through and checked functionality. Referring to each story, the tester created tests to make sure that everything depicted in the story worked in the actual system. Aside from making sure the functionality worked, they also made sure that everything included in the story was included in the system. For instance, when the “Top Five Destinations” list was created, the tester not only made sure the list could be scrolled through and had working links, but also that each one had an accompanying photo and description.

Throughout this project the Scrum Master took on a servant-leader role. This means that they did not tell the team what to do, but rather offered input and guidance when necessary. They also made sure the team was staying on track and making goals. The Scrum Master helped the team by ensuring an agile team charter was created, as well as planned Scrum events such as Sprint Planning and Reviews. They also facilitated Daily Scrums so the team could monitor their productivity. Any blockers presented at this time were resolved by the Scrum Master, if possible. They also helped the team by asking questions such as “is the schedule the same?” when changes were made by the client.

The SDLC is the systems development lifecycle which consists of planning, analysis, design, implementation, and maintenance. During the planning phase, the Product Owner and Scrum Master met with the client to gather system requirements. In the analysis phase, the Product Owner met with SNHU Travel customers to see what customers wanted in the system. Once all requirements were gathered, the Design phase was started. During this phase the Product Owner created the Product Backlog consisting of user stories.

After the preliminary phases were completed, the development team could start creating the system in the implementation phase. This phase is made up of two parts, in the first part, specifications given by the client and customers were coded and tested. The Product Owner then brought the work they had done on the SNHU Travel system to the client. They received feedback to focus the system on wellness and detox travel. Changes were made to accommodate this request, and the system was once again tested. Once these changes were made the system could be delivered to the client, and documentation as well as training programs on the system were finalized. Finally, the maintenance phase was reached and the system began operating for SNHU Travel.

Looking at the various phases, one can see that each one was important to the completion of stories. The stories could not be created without the first two phases. Once they were created, the development team used their descriptions to create working code. After this was done, testers used the stories to make sure the required functionality was there, and everything looked as it should. When the tester completed their tests, the Product Owner brought the work to the client to receive feedback. This feedback altered the stories a little bit, and then the developer and tester were able to go about completing the stories again.

In agile, the project team and client work closely. This is seen when the Product Owner brought the work to the client for feedback. The team is also flexible in agile; therefore, the team was able to meet the clients wants even though they were different from the original plan. Because the team did not focus on documentation for too long, they had enough time to change their stories, recode them, and retest them without worrying about missing their deadline. Because of this approach, the stories were able to be completed while also meeting the clients needs.

This project had many examples of communication. For instance, the tester was not afraid to reach out to the Product Owner with any questions they had. This allowed the tester to receive clarification that helped them do their job better. When the developer had questions about changes to the stories, they reached out with questions through email, as well as expressed concerns in the meeting where changes were mentioned. The developer also reached out to the tester expressing what they needed the developer to do to accommodate the changes being made with the user stories changing. All of these examples of communication ensured that everyone was on the same page, and fully understood what they needed to do to get the project done.

The Product Backlog helped the team be successful because it clearly depicted everything the project needed to be completed. It was also organized by size and priority helping the developers make informed choices about the order they completed the stories. The description of each story helped both the developers and testers in creating code that met the stories requirements, and tests that ensured the code matched the story and functioned as it should. It was also imperative to proper Sprint Planning as the Backlog had to be organized well to have successful and productive Sprints.

The Daily Scrum helped the team stay on track and focused. During this time everyone was able to say what they worked on the day before. This helped them reflect on their productivity. They were also able to say what they wanted to do that day. This prevented multiple people from working on the same things, and helped people plan accordingly as they knew what was being worked on and what should be done next.

A Scrum-agile approach focuses on client involvement. This is a pro because it creates a system that is more catered to the customer and therefore they are more likely to be happy with the final result. This can also be a con because too much client involvement to lead to confusion, as well as changes that may put the team behind schedule. A Scrum-agile approach consists of Sprints that are typically less than four weeks. This is a pro because if changes need to be made it can be done in the Sprint Planning. Because the team runs in short iterations of time, they do not need to stop and completely change gears as they may have to with the Waterfall method. A con in Scrum-agile approaches is sometimes small teams can put a lot of pressure on the individual members. If the team is not adequate size for the project they are aiming to complete this pressure can negatively impact their productivity and happiness.

The Scrum-agile approach is a good way to get the SNHU Travel development project done. This is because it is flexible. When changes were made mid-project the team was able to quickly meet the clients needs. The team was able to accommodate the changes and get the project done by the timeline. If the team had taken a waterfall approach they may have struggled with the sudden changes and may have even been put behind schedule. Because of this, the Scrum-agile approach was the best for the SNHU Travel development project.

Resources

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