CS 250

7-1 Final Project Submission

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The scrum-agile team comprised of numerous jobs, including the development team, product owner, and scrum master. The three capacities illustrated the team's significant obligations in the product development process. The scrum's fundamental beliefs incorporate self-association, authenticity, and constant realizing, which were the obligations that permitted the team to reliably make excellent work. Thus, the team had the option to assume command over their positions, putting together and working on themselves to ensure that the work was finished appropriately. The product development team was knowledgeable in the back-end design, innovation, and formation of business: realistic engineers, developers, and realistic engineers were among the team individuals' gifts. In programming development, the day-to-day scrum guaranteed responsibility and empowered the team to remain on track. The development team had a day-to-day scrum, during which they inspected and changed the work, guaranteeing that it was finished proficiently. The item proprietors supported the bearing of the product and guaranteed that the team provided the ideal worth by giving the suitable data. The agile's liabilities supported the assessment and variation to change.

Those user stories have been utilized to characterize the kind of programming that was made, what the user wanted, and why they required it to look a specific way. The development of the user account aided the formation of a decreased depiction of the required portrayal. In the project management device, the user stories were composed on record cards. User stories were composed by the product development team. User stories helped with moving the consideration away from the idea and toward the genuine errand. Whenever the product prerequisites changed as the project went and the clients and team moved further into the plan, the user stories kept the team on target by permitting the enormous forthright plan to be supplanted. As a result, the time it took to make the program was sliced down the middle. The user stories also aided the team in delivering high-quality product that consumers liked.

The Scrum-agile methodology exposes the roadblocks and issues that arise during software development. In the event of an interruption, the procedure urged the team to either solve the problem or find a means to work around it. The team encountered support pauses during software development; in this case, the Scrum-agile technique assisted in determining the underlying source of the problem, which was promptly rectified, and development continued. The Scrum-agile technique assisted in the correction of faults that would have rendered the product unusable.

Communication is different with the Scrum-agile method; it promotes honesty, accessibility, and facial expression dialogue. Because teams must address the project's collaborative effort and success, communication is essential in software development. Facial expression communication was used to communicate information among the development team in this project. The project used agile methodologies to support face-to-face collaboration. The project had no documentation; the team wanted to indicate how software development was proceeding.

We must effectively alter essential processes in order to assure the software's success. We must realize that strategy is all about design and making sense of things. It's critical to identify and connect the important pieces that will assist us achieve in this endeavor. Let's look at the foundations of the design phase and see how we might attain our objectives.

The scrum board software assisted the team in tracking sprints and serving as a visible performance meter for time and task evaluation. The tool aided the team in meeting the project's deadline. The sprints backlogs tools allowed the team to view the present sprint before proceeding on to the next, which made it easier to create alerts for fluctuating changes and avoid data duplicating. The crew was able to arrange and organize the prints with the help of the application.

Due to the obvious combined creative atmosphere, shared ownership, and creativity, the team was able to create high-value work thanks to the idea of self-organization. The scrum agile concept of collaboration enables the team to collaborate in order to achieve success. Furthermore, by regulating iterative development, the team was able to handle changes and interruptions.

Because of the scrum-agile strategy, the development process took less iterations. The project ran successfully because it was easy to adjust to the disruptions and modifications. The technique made it simple to provide input after the sprint was completed and before the next one began; as a consequence, the team was able to implement the needs right away. Regardless matter how practical the scrum-agile strategy was, we ran into some problems; there were numerous and lengthy debates between both the project manager and scrum master, which caused deadlines to be missed. There were no set timelines for completing the project.

For the creation of the website, the Scrum-agile technique proved to be the most effective. The emphasis was on collaboration. The strategy also encouraged team members to communicate with one another, which is an important part of increasing the team's efficiency. Furthermore, the stakeholders were able to track the project's progress on a daily basis, and the team's communication aided in understanding the answers as well as how to handle the project in the event of any disruptions or errors.

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