**7-1 Final Project Submission**

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As Scrum Master, I was working on constructing the Scrum framework after receiving all necessary information and requirements from the client and analysing the Backlog. I ensured that all items, such as backlogs, are accounted for and clear for the team to understand in order to minimize any obstacles. A timeframe was established, with daily scrum meetings to review progress with team members and ask daily questions such as "What did I do yesterday?" and "What will I do today?" What are the impediments? this allowed us to identify and report any issues that arise. Since multiple teams were working concurrently, all requirements must be aligned with the teams, including the design team, which is responsible for the look and feel that aligns with the SNHU Travel Agency Corporate Identity, and the programming team, which is responsible for the back-end coding in order to meet the client's requirements and expectations. A weekly sprint review was held, involving all stakeholders, to showcase progress and allow for inspection and adoption of any changes. Following the conclusion of the weekly meeting, another retrospective meeting was held with only team members to inspect and analyse the outcomes from all parties in order for us to learn from our mistakes in order to avoid them in the future and to be more efficient and productive. This is done to ensure that everything is open and discussed, and that everyone is on the same page with what they're doing. Each of these steps is important not only for creating a sense of openness and discussion amongst the team, but also for allowing everyone to learn where they were and what they could do better.

As a Product Owner, I play an important role in ensuring a successful value product. I ensured that the message was conveyed to both parties, the technical team and the client. I provided the developers clear instructions and a plan to get started on the right track, additionally, client was kept in the loop of what they were expecting in order to get their feedback about the progress in case any changes are required. User stories are small plans that the scrum team tackled during development sprints. Users describe their needs in simple language, and their responses were later interpreted and classified into multiple categories such as wish list, and it was my responsibility to maintain a perfect balance to stay on track.

As a tester, I had to test the outcome using multiple scenarios after the developer finished coding to ensure that the client's requirements were met without error. I was required to create a test case document for each element I tested and to report back to my team in order to make the necessary changes if tests failed.

As a developer in an agile environment, it was my responsibility to create a functional application that meets the product owner's requirements, and it was all of our responsibility to meet client expectations even when the requirements changed. Following the incorporation of the new requirements, a story points evaluation was performed in order to justify the additional effort and time that the new changes may necessitate in order to update the product owner. Once that was completed, I shared it with the rest of the team at our next meeting to keep everyone up to date. The methodology we are using is based on flexibility development and changes were highly expected in such an environment and we have always been prepared and full of transparency among all team members and the client.

Because of the new additional requirements received in the middle of the project, and if it hadn't been for the agile methodology, we would have had to start from scratch and would have missed the project's deadline.

Waterfall development model has some limitations that make it less adaptable than Agile. In our scenario, we required a flexible and interactive model, which Agile provides. In large projects, the concept of testing your code till the end might waste a lot of time. If all the elements are predefined and the structure is simple, the waterfall works well. Agile methodology has several advantages, including the ability to improve processes continuously and being less rigid than Waterfall.

Information radiators played a critical role in promoting openness and transparency. It assisted everyone on the team in remaining focused on our task and made the road map visible to everyone. This tool played an important part of an effective collaboration with the SNHU travel project because it kept all involved parties updated on all changes and tasks that needed to be completed by other team members.

The Jira tool improved communication, collaboration, and efficiency. This tool is considered a replacement of a white board in a meeting room that brought all members from all over the world together and eliminates the need for someone to type in meeting minutes the old fashion way. With such a powerful tool came lots of helpful features, such as task tracking and reporting. By this we have reduced human error while increasing team efficiency and transparency with the client.