Final Project

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Inside of a Scrum-agile environment the overall workload of the project is split into different sections with each person overseeing their own section, additionally some sections have multiple owners while others demand that only one person manages said section. There are 4 roles that are in charge of 4 separate sections; these are Scrum Master, Product Owner, Tester, and Developer. Generally, the tester and developer roles contain more than one person as these roles have a demanding workload while the product owner and scrum master are controlled by one person. Each role takes on a responsibility that is different than the other roles, however, it is important that everyone knows how each role operates.

The Scrum Master is essentially the manager of the project. This person is responsible for maintaining the values of the agile team. They will organize daily stand up and facilitate these meetings so that everyone is able to speak their mind and be receptive to what we are trying to accomplish in this project. Additionally, it is the Scrum master’s responsibility to develop a plan for each sprint, as well as holding sprint review and retrospective meetings. They are in charge of making sure the team communicates well with each other and understands what has been done and what needs to be done.

The Product owner is responsible for communicating the needs of the project directly from the client who you are designing the project for. Additionally, the product backlog is another responsibility for the Product owner. The product owner was in charge of gaining as much knowledge as possible from the client on how they want the application to not only function, but also have a pleasing user experience which means functionality as well as the look of the product. The Product Owner is also in chare of user stories which allows the clients of the product to explain how they want the application to function and look, then the product owner will translate those idea to the rest of the Scrum team. Not to mention, the product owner is also in charge of relaying the team’s progress and achievements to the client so that the client has an accurate depiction of what is taking place inside of the development process. Doing so should improve trust and transparency between the client and product owner representing the scrum team.

Next position on the team is the tester. I took the position of tester inside of the SNHU travel project. Throughout this project I took on many responsibilities correlating to the testing and acknowledging functioning code while also providing feedback on code that I found to possess issues. This role dictates how much progress is being made towards was the client is expecting. This position requires that the product owner can successfully identify potential bugs and/or existing bugs inside of the code produced by the development team. Doing this allows the developers to focus on developing working functions throughout the code and any changes that the developers need to make will be dictated by the testers.

Finally, we reach the development team. The developers are responsible for the most fundamental part of the application development process, developing the infrastructure of the application. Developers are responsible for developing code and anything to do with the functionality of the applications code. While this position allows more than one person to work under this title, it is crucial for the developer to understand what is being asked of them and make sure they can clearly document what steps they are taking to accomplish what is being asked.

Utilizing the Scrum- agile approach allowed for a flexible approach that allows the team to make changes as they come in. By utilizing this approach, the team is allowed to make changes to the product to accommodate the clients’ needs. Specifically, the SNHU travel project client requested that we make some changes to the product. While this change was not incredibly drastic, I do believe that the agile approach benefited this situation by allowing the team to immediately re-organize the priority of the tasks so that the more prominent feature of the product would be developed earlier on.

Throughout the development of the SNHU travel website we ran into a few issues that would have been drastically worse if we were to utilize the waterfall approach. For example, the client requested a change after the development team had finished that part of the project. Specifically, the client requested that we change the list of vacations and cater it more towards a detox and cleansing vacation rather than a standard vacation package. With this in mind, the team immediately got to work and reworked the code so that it provided not only a supportive picture of the vacation package but also an accurate description highlighting the benefits of purchasing said vacation and what to expect. If we were to utilize the waterfall approach the team would have to hear what changes need to be made to the project, however, the team would need to wait until the end of the project to make changes to the existing code. The agile approach negates this by allowing the team the opportunity to immediately act upon the user story request.

Once again, during the development process the client decided to request a change of the product during the development process which is classified as a disruption/ interruption. The client requested that the SNHU travel website showed vacation packages based on a criterion of detox and wellness compared to a standard criterion vacation packages. While this change is not drastic, it did make the team re-write some of the code and the majority of the destination list.

The Scrum- agile approach positively highlights itself in contrast to the waterfall approach when it comes to changes requested by the client. The agile approach allows the team to make changes as the client requests it. For example, originally the team was tasked with designing the SNHU travel sight to possess a list of potential destinations for a client based off the client’s own criteria. However, during the development process, the team was notified that the client wanted to change the type of vacations that were being offered. Instead of a standardized list of vacations, the team had to transition the list of vacations to a more detox and wellness-based approach. Utilizing the agile approach, the team was able to make changes during the development process. If the team was utilizing a waterfall approach the team would not have been able to make changes at the same rate as the agile approach. The waterfall approach would have made the team make any additional adjustments at the end of the development process; however, this was not the case with the agile approach. We are able to make changes throughout the entirety of the development process. This reason in itself should display the efficiency of the agile approach compared to the water-fall approach.