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CS-250 Software Development Lifecycle

7-1 Final Project

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The Scrum-agile team is made up of various roles that each contribute to the success of the project. These roles are:

Product Owner: The Product Owner is responsible for maximizing value by making sure that the team delivers a valuable product to the customer in a timely manner. They do this by managing and prioritizing work, responding to changes in business requirements, and balancing short-term goals with long-term goals.

Scrum Master: The Scrum Master's goal is to remove impediments so that the team can deliver high quality products in a timely manner. They do this by facilitating meetings, conducting retrospectives, removing impediments, and educating all members of the Scrum Team on Scrum practices.

Developers: The developer in agile-scrum is responsible for translating the product owner's requirements into working software. This includes developing, testing, and releasing the product. Additionally, the developer can also provide input to improve the product.

Tester: The role of a tester in agile scrum is to identify and eliminate bugs in software, and provide valuable feedback to the development team. They can also help to identify design flaws and missing features. A good tester should be passionate about finding and fixing bugs, but they need to be careful not to interrupt the workflow or morale of the development team.

This project was successful because each one of these roles contributed to it in a different way. For instance, without a tester, we would not have been able to know if our product was working as expected. Without developers, we would not have been able to implement any features or make changes to our codebase. And without a product owner or scrum master, there would be no way to prioritize features and manage the backlog effectively.

The team had originally planned to use an agile approach because the SDLC would be comprised of many small iterations. They used scrum's "sprint" method, which is a time-boxed, iterative development cycle that moved the team through the prioritized user stories in successive chunks of work. Due to our limited timeline in the SNHU Project opt to complete each task by following the sprint of 7-10 which greatly increased our development speed.

The agile project management approach is flexible enough to accommodate changes that may occur in the project. This is done by allowing the team to switch directions or priorities if needed. Agile projects are not linear, but instead they follow a cycle of sprints and iterations, which allow the team to quickly respond when changes happen. An example of this would be how we change the layout of the SNHU Travel application to reflect a slide with buttons instead of scrolling.

It is important to be able to communicate effectively with your team, whether you are in an agile or scrum environment. This can be done by providing samples of your communication.

One way to do this is through stories. Stories should include the following: who, what, when, where and why. It should also include the lesson learned and how it could be applied in other situations.

For example:

- Who: I am a developer on the engineering team. - What: I was assigned to work on the project X and provide feedback on how it can be improved for future projects like Y and Z. - When: I completed my assignment last week (on time). - Where: In our office building in downtown San Francisco. - Why: The feedback from the Scrum Master enable this development.

The tools that helped our team be successful are Jira, clickup, and Slack.

Jira is a software application that helps teams track their work. It is an agile project management tool that has been used by many organizations to create visibility and transparency across the entire organization. ClickUp is a project management tool for small businesses and startups that makes it easy to organize tasks and collaborate with your team in real-time. Slack is a messaging app for teams that brings all your conversations together in one place so you can find important information easily and share files without clogging up email inboxes.

In the agile framework, the scrum events are used to make sure that all team members are on the same page and to make sure that they are not forgetting anything.

The scrum events include sprint planning, sprint review, daily scrum, sprint retrospective and sprint demo. Jira is a software used to manage agile projects. It helps in organizing tasks and tracking progress. The Jira events correspond with the Scrum events and help in making sure that everyone is on the same page.

The approach that we have taken during this project is agile. Agile is a software development methodology that focuses on flexibility, quickness, and rapid response to change. There are many pros to this approach - it allows for rapid prototyping and the ability to pivot quickly when needed. The cons of this approach are that it can be difficult to plan, there is no guarantee that you will find the right solution with an agile approach, and the team may not be able to keep up with changing requirements.

I believe agile was the correct approach for the SNHU Travel project since this project was on a tight schedule and prone to change. Although using agile can also prove to be a challenge if not performed correctly, it provided many advantages that we could leverage for the SNHU Travel project.