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7-1 Final Project

CS 250 Software Development Lifecycle

All roles in the Scrum-agile team were vital to the success of the SNHU Travel project. The developer made sure to ask every question that was needed for clarity, especially when it came to changes made by the client. The tester was essential in determining whether or not the program was working the way it needed to by emailing the client and Product Owner to better understand how to test the program against the client’s needs. The Scrum Master made sure that everyone stayed on track and even assured the team that they were more than capable of handling daily stand-ups without the Product Owner’s presence, and even made it clear that a good team only needs the Product Owner when there is a change or clarification is needed. The Product Owner stayed in touch with upper management and the client to ensure that all functions of the program were up to the client’s standards, and even ensured that any changes from the client were relayed to the team and the team understood what these changes meant.

The Scrum-agile approach helped the team to plan accordingly for the project and to ensure that there were little to no issues at the end of each of the sprints. The Scrum-agile approach allowed the team to only plan as far ahead as they were confident in the information they had received up to that point. The idea that the team should test early and test often allowed the team to make sure that the code in the program was functioning properly. This also caused the tester to ask for more information in order to properly test the program, which led to information that was vital to the functionality of the program to be addressed before it became an issue.

Using a Scrum-agile approach also allows for a team to be able to adapt to sudden changes in the project brought on by the client. It allowed the team to switch gears quickly when the Product Owner told them about the client wanting to focus on wellness/detox vacations. If the project would have been planned based on a waterfall model, there would not have been any room to change the plan, and they likely would have had to rework most of the program. Thanks to the Scrum-agile approach, the team had little rework to do, if any, and was able to keep close to the schedule they had already set in place.

When communicating with my team on the Scrum-agile approach to handling a project, I made sure to ask clarifying questions. Also, to ensure that I fully understood what their suggestions would accomplish, I asked for ways that they would implement them. The Product Owner of my team stated that they would “be in charge of working with the team and leading product backlog refinements and Sprint planning by providing the features and the sprint goals of what I would like to have completed each and every sprint.” To gain some clarity on this statement, I asked him what he thought was the best way to communicate client needs to the team, as well as what medium he felt would help the team to keep track of the backlog during each Sprint.

The Scrum-agile principles and organizational tools that are vital to the success of the team can range from one or two to all of the ones covered in this course. However, each project will have its own list of demands that will influence which ones are needed. The user stories helped to organize and prioritize the functionality and aspects of the program that was being developed and was necessary to create a successful backlog. The backlog was vital in organizing the user stories to help the team understand what was done, and what was left to be done in the project. The daily stand-up was useful because it allowed the team to know where everyone else was in their tasks during each sprint, and who needed help.

The Scrum-agile approach to the SNHU Travel project was an approach that allowed the team to perform to their best abilities. When a challenge or a change came up that was not expected, the Scrum-agile approach had set the team up to be able to integrate the changes into the plan with little to no problems. It also gave the team the confidence and ability to ask clarifying questions when it came to writing the code for the program or asking for details when creating the testing criteria. There were very few cons when it came to the Scrum-agile approach in this project. Though, lack of planning, due to the agile idea of planning only so far ahead as you have information, could have caused some issue when the client wanted to review a portion of the program before the team moved forward. However, that did not seem to be the case.