**CS 250 Final Project**

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CS – 250 Software Development Lifecycle

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December 12, 2024

**Applying Roles**

Throughout the SNHU Travel project, each Scrum team role made distinct contributions that were crucial to our success. As a Scrum Master, I learned how to facilitate daily standup meetings to ensure the team was aligned with the sprint goals and addressed any roadblocks in expedited times. For example, as Scrum Master in our last discussion assignment, I helped answer clarifying questions about Scrum to my peers and this is distinct because the Scrum Master should be able to coach up the team on Agile practices. The Product Owner contributes to the success of the project by connecting user needs to the product team. The Product Owner assists the team by managing the Product Backlog and working with the team during Sprints to help prioritize items that will be worked on during Sprints. The Tester is an important team member because they develop Test Cases that will ensure the product is being developed correctly. For example, in the SNHU project as a Tester I created Test Cases so the product could be closely aligned to user needs and communicated with the Product Owner. The last team role the Developer, is important to the success of a project because the role develops the product and writes the code. The Developer communicates with both the Tester role and Product Owner role to ensure the product is being developed close to the needs of the user. For example. in a SNHU assignment as Developer, I communicated with the Product Owner to write code in Java that added wellness packages pivoting from the original top ten destinations. Each role in the Scrum-Agile team is important because they support one another to develop product rapidly and efficiently.

**Completing User Stories**

The Scrum-Agile approach was instrumental in breaking down large tasks into manageable user stories, which guided the team’s development. During module three, the initial client meeting where the team met with users several User Stories were developed. The meeting was an opportunity for the team to get aligned with the users and listen to clients who use the product. For example, several users stated they would like to see a top ten destinations list in the product, and this was important because the team could start developing based on this requirement. With the top ten list idea and other insightful ideas, User Stories were able to be developed so the team could develop a product that the client would really want. The Scrum-Agile approach was important because after the initial user stories were created, with each new week or sprint iteration, new user requirements were developed into User Stories that the team could work on. For example, on the SNHU assignment project, the team developed a wellness list instead of the top five destinations list and this was aligned with user requirements. The ability to pivot with User Stories is crucial and effective for development because the team could create a product the client values.

**Handline Interruptions**

The Scrum-Agile approach supports project completion when the project was interrupted and changed directions because of its flexible practices. The Scrum-Agile approach separates itself from the Waterfall method because it is capable of handling interruptions unlike the Waterfall method where each phase has to go according to plan and is not flexible. For example, for SNHU travel, if we followed the Waterfall method, user requirements could not have been changed as much and the resulting product would not have been what the user wanted. However, with SNHU Travel, we practiced Scrum-Agile and Interruptions or changes in user requirements could quickly be pivoted and development could be aligned with what the user wanted. This is important because Scrum-Agile handles interruptions very well because it is closely aligned to the client and with each iterative sprint, updates could quickly be developed and created. The Waterfall method would have a very difficult time handling interruptions and would have caused the team to go past the time allocated. For example, the last assignment changed SNHU Travel product’s top ten destinations to a wellness destinations list allowing for the product to be pivoted and aligned with user needs.

**Communication**

The ability to communicate effectively is important to the Scrum-Agile team and I had several experiences to demonstrate my ability. In our last discussion assignment, I effectively communicated with my team as the Scrum Master and shared two practices I thought our team should implement. My communication was effective because I was quick to respond and foster a supportive team environment where everyone felt comfortable to share. My communication encouraged team members to collaborate because I was asked by a Developer if Test Driven Development was a requirement of Scrum and I responded that it is not a requirement but something the team can practice if they would like to collaborate as Scrum is flexible. A second example of communicating effectively is with SNHU Travel I was able to send various communication via email to different members of the team. My written emails were effective communication because I learned each week how to make my clarifying questions more precise to receive insightful responses.

**Organizational Tools**

There are many organizational tools and Scrum-Agile principles that helped our team be successful such as the Daily standup meeting and practices like Planning Poker. The Daily Standup meeting was an effective practice because it had each team member respond to three simple questions: what did you do yesterday? What will you do today? Are there any blockers in your way? This simple practice was effective because team members could get a transparent understanding of their team’s workload and collaborate where they had expertise. Another example is learning organizational tools such as Jira and this is effective because it is a software that helps the team through sprints. Scrum events and the Product backlog could be hosted on Jira and the team could visibly see the Sprint and Product Backlog as needed to develop accordingly.

**Evaluating Agile Process**

The Scrum-Agile approach present both pros and cons for the SNHU Travel project. The first pro was that the product was closely aligned with user needs. This is important because client’s requirements are constantly changing, and the product should be constantly updated to deliver the best product. Another pro of the Scrum-Agile approach is that the team was able to improve practices and evaluate their product multiple times as each Sprint cycle gave the team an opportunity to improve. The cons if any of the Scrum-Agile approach is that there is a lot of upfront planning such as Sprint Planning and learning the Agile principles that a team coming from the Waterfall method may have to get accustomed to. However, I believe the Scrum-Agile approach was the best approach for the SNHU Travel development project because it allowed for the team to improve with each Sprint. The Scrum-Agile approach was the best approach for the SNHU Travel development project because the product was able to be iteratively improved to match user needs as with the waterfall method the product would be nothing like our final product of a top wellness list. It would be an effective decision for development teams such as SNHU Travel to adopt the Scrum-Agile approach.