Southern New Hampshire University

CS-250 Software Development Lifecycle

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Final

The SNHU travel project could not have happened without the Product Owner, Developers, Testers, and Scrum Master. These individuals worked together to ensure that the product was perfect for the user. The Product Owner discussed the desires that the user had for this product and then wrote up a backlog and user stories. The backlog listed all the requirements with priority level and size. The user stories stated what each requirement was with more specifics on how to ensure that the user’s needs would be met. The user stories would be looked at by the Developers who would then use those to code the product. They would constantly look back at the user stories to ensure they were fulfilling all of the requirements. The testers would then test the product and give the Product Owner any feedback that could improve the product. The Scrum Master is there along the way to help when needed. Each role is necessary so that all the information can be passed along and discussed with the correct people.

At the start of the project we were informed that the users wanted to be able to view a top five destinations list based on price, where they have traveled in the past, and the type of vacations they enjoy. The developer created the product in that way and gave the product to the users to test out. The users discovered that they wanted to add more ways to personalize the list and that they wanted to view the list in a slideshow format. With agile we were able to go back multiple times to make any changes to the product that the user desired. If we were using the waterfall method, we would have needed to have the product plan set in place before developing. Agile allowed us to go back in a more cost-effective way.

When change was needed the Product Owner would communicate with the developers about what the users desired for the product. While acting as the Product Owner I communicated with the users to discuss what was needed to improve the product quality. I would then take that information to create revised user stories. I would then communicate with the developers to inform them of any changes. As a developer I had to communicate with the Product Owner through email to just ask that they give more detail in the user stories so that we do not need to go back and fix the product as often. Communication is key when working with agile.

Organizational tools such as Azure boards, are helpful when using agile. The Scrum team will be able to use the tool to update constantly throughout the day. The team can post what they are working on currently, so no other team member starts working on the same task. A team member can also post when a task is completed or if they need assistance completing a task. These tools are helpful to keep communication within the team, without having to get up and go look at a white board.

For this project I believe that the Scrum-agile approach was the most effective method to use. I feel as though the pros outweigh the cons, especially in this case. A pro is the open communication with the user and the Product Owner. The Product Owner has direct contact with the user throughout the entire process. This allows for the whole team to know exactly what the user wants. A con that could also be a pro is not having a definite outcome for what the product should be set in stone. Meaning, the developers create what they believe the consumer wants based on the user stories but will most likely be going back into the coding to improve the product based on the consumer’s needs. This can be a good thing because it allows for the product to constantly be improved to the user’s standards. But it can also be a bad thing in that it can be a little more time consuming. I believe that is more of a pro though as we want to make sure that the customer is getting exactly what they want and agile allows for that in a more cost-effective way. I believe that agile was the most effective approach because we were able to go back and fix any issues as many times as needed. The consumer decided they wanted different aspects of the website to be different than they originally had planned. For example, in the beginning we were just making a simple top five destinations list that could be customized. This was then changed into being more like a slide show with more filter options for the user. If agile was not being used, it would have been more costly to go back in and change any of that coding.