During this course, a mock scrum team created an application for Southern New Hampshire Travel Agency using the agile methodology of software development lifecycles. The team consisted of Christy the Product owner, Ron the Scrum Master, Brian the Tester, and Nicky the Developer. All of which worked with the client, Amanda. Each member of the team contributed to the overall success of the application.

The product owner took the responsibility of meeting with the client and evaluating the business requirements for the finished website. They then were responsible for managing the product backlog and ordering the list of requirements by priority. The Scrum Master successfully coached and managed the scrum team, leading daily standups and being a helpful go-between for the scrum team and product owner to make sure that the requirements were clear to all parties involved. They also worked on creating a retrospective for the team at the end of the course. The Scrum Team successfully worked on and wrote test cases for the application and fulfilled the backlog during the given sprints.

A Scrum-agile approach was very beneficial to this project as it allowed for the team to properly work together and adapt to the changing requirements. The flexible methodology was used to create a quality product quickly and with each member contributing to their proper teaks. An example of how this methodology helped to complete the user stories is that the Product Owner was able to communicate with customers to custom tailor the backlog for what they expected out of the finished project. This allowed a quicker development process and enhanced communication because of the distinct roles.

When the client decided to change the product requirements the product manager was able to make the changes needed to the product backlog and the scrum master and team were able to work together to fulfill those requirements without much hassle. This is because the flexibility and designated roles that agile has.

An example of solid communication in this application was when the application needed updated requirements. The product owner actively spoke to end-users and then communicated the findings to the team. This is a solid use of communication because in development it is important to have clear and concise requirements that are understood by everyone involved in the development process.

For this project Agile’s tools and principles helped the team to be successful. For example, the use of user stories helped to keep the requirements of the application organized. The user story’s value statement helped developers get a clear idea of what the feature was supposed to accomplish as well as the acceptance criteria allowed developers a deeper understanding of the feature’s finer details. The user stories were a great way to organize and communicate product features. Writing out test cases was another organizational tool that helped in the process of creating this application. Assigning a priority helped to organize test cases by level of importance. The pre-conditions allowed for the tester to know what need to be done before running the test case and the steps and expect result allows the tester to know what needs to be done and how it should respond.

An example of an agile principle that helped through the development process was that we were able to change the requirements of the application late in the development lifecycle and deliver a program that satisfied the end users needs. Another principle that assisted the team was that developers and non-developers or the product owner, were able to successfully work together and because of this it meant that the team was able to have multiple people with different kinds of expertise and that helped product to come out with the desired features from the end users. The reflection aspect of agile is also helpful in creating a team that changes and betters itself through failures or successes.

Overall, the Scrum-agile approach was very beneficial to the overall success of the team. There are many pros of working in this format, for example, agile is adaptable, this allowed the team to change requirements where needed and deliver on them in a timely manner. The collaboration aspect of agile is another big pro, through the collaboration on this team we where all able to do our assigned tasks within our field of expertise. Meaning that the business aspect was handled by the product owner, whereas the development was handled by the developers and information was shared between the team effectively. Testing during the development process and creating detailed test cases also helped to ensure that the program was working correctly.

Even though agile had a lot of pros there were also some cons, for example, the new approach had many new things to learn which could lead to a little confusion towards the beginning. Another con is that it requires constant communication between all member of the team, which is a good thing, but can be difficult to make sure that everyone is on the same page.

In the end agile was definitely the correct choice, it helped to create a strong environment that was productive and allowed each member to accomplish what the needed.