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Applying Roles

In a scrum-agile Team we have 4 position that create the complete team. Those 4-position work together back and forward in the team. All of them are responsible for the project in different ways. All the team members are responsible for their role and need to maintain the communication fluid for the project to work. In the team we have the Scrum master, Product Owner, Developers and testers.

The work of the Scrum Master in the SNHU Travel project was to manage the scrum process and to help remove any impediment the team have I the process. The scrum master work with the Product owner to define the project priorities. The scrum master is a mediator between the team of developers and testers and the Product Owner. Planning the Scrum meeting was part of the job and that help the communication between the team to know where we are as team and were we are going next. The most important think is that the Scrum master is the leader of the whole team and needed to do everything possible to make the team succeed.

Then we have the Product Owner. The Product Owner is the creator of the backlog and the responsible for it. The Product Owner need to work with the user/costumer to create the ideas behind the stories that will be used to produce the project. In his role he needs to make sure the project is going the right way and is in line with what the user/costumer goals are. The main goal of the Product Owner in the SNHU Travel project was to create and maintain the product backlog and to make sure the team was working accordingly to what was need.

The next role in the project was the role of the Developer Team. The Developer Team is responsible to create the product. They can be programmers, and testers. The developers need to be self-managing and have self-organization. In the SNHU Travel project the developers as I said before where responsible to create the product. As a developer we have the need to have the most accurate details possible so we can have the best product possible for the user/owner. Having communication with the Product Owner will make sure we have what we need to succeed.

Finally, the Testers. The Tester Role in SNHU Travel project, is to work with the developers, even if the developers need to test the program, testers are specialist in what they do. The tester needs to work closely with the Product Owner to make sure they help the team with anything they need. The testers in the SNHU project took the stories created by the developers and tested the product for quality before every sprint was “DONE”.

The Scrum-agile approach helped our project with flow, organization and communication between the team. In each user story we have the needed for a daily scrum to know where the project was. The organization and communication help the team create each sprint to what could be possible to produce in the time frame for each sprint. Each step of the agile process was used to help the team have an advantage in completing the project in time. Separating the stories into sprint help us to have a better detail of each thing the user/owner want from the project. The daily meeting is important to know the 3 main question: what did you do yesterday? what will you do today? And what (if anything) is holding you back? From there we know what we need to fix and how we are advancing in the project. The flow of the project is the most important thing, and this help us to achieve that.

We talk about communication a lot in the agile process. Communication is important to maintain the flow and to be on point with others. There are many ways that we can use to communicate with others, but in the Scrum-agile process having a face-to-face communication should be the main way of communication. The scrum meeting is a way to face-to-face communication where we can know what we need, where the project is and what we have next. Discussing this with the team is important because we are all in the same page. In one of the weeks saw how a scrum meeting can help us. This was a good example on why face-to-face is great. The second method I would say is important is e-mail. E-mail provide evidence that we did communicated what need to be communicated. Another thing is that is a formal way to get the question for the answers we are trying to get. Having the evidence can help us to not forget and to have the prove of the communication.

Organizational tools for an agile project are important to help create the team a flow and have a better communication. From the one we study in the class I will say JIRA was the one that I like the most. Jira is great to find flow with your team. It has feat that can help the team have a togetherness through the process of the project. Everyone can share their work and see where the project it is at. It has organization and is easy to use. In my opinion it would help a team to have a flow, without the need of stopping to know something new. The tools Jira provide is great for communication and teamwork. Tools like this can improve productivity and help the team be connected any time. I think this tool could have help the SNHU Travel project because of what I describe.

The principle of agile help the team to create a high value project because one thing we did was to prioritize the costumer needs. If we needed to implement through the project we did, like the time the costumer needed to add some features. We added those features without breaking the flow. We deliver a “DONE” project every sprint, when I say DONE, I mean a working code, we did modification without holding back the project. We did our daily scrum meeting, and we had our communication in point. We had continuous attention to details to make sure the user/owner was pleased. We all work together as a team, and we were all responsible of our role in the team.

The Scrum-agile approach for the SNHU Travel project was the way to go. In my opinion agile is great for anything we need to do in our life, obviously it will apply better to certain thing. The pros can be our pros in any project. Having flow, communication, teamwork and a pace in our project will always help us be successful. Another thing is that we do not need to stop to add new changes, it does not need to damage our teamwork, or our flow. The flexibility of agile is great. Cons that I can think of is not having great communication, flow or teamwork. This will happen in a team that is implementing the agile. Not knowing our roles, or the needs to make the agile method work can break a project. The Scrum-agile approach was great for the SNHU Travel project. In what we did week by week, the communication was a main, we saw how the different sprint help us complete the project. The activities where we need to modify the project code show me how a working code does not necessary mean in complete. The flow on how we work the project was great and never had a bottleneck problem. Probably there is a lot more to it, but in this first experience I feel Scrum-agile is best to most of the thing we do in our daily life.