7-1 Final Project Reflection

During the life of the project, there are different activities to meet the needs of our customers. Scrum Master is the head of the agile development team and facilitate team communication. One way is to meet each other every day also known as stand up. At these meetings, the members of the team must participate in the application of three questions. "What did you do yesterday?", "What did you do today? Also, "What kept you from moving forward?" These meetings open a discussion list at the group level which I found helpful. The Scrum Master exists to help the team do their job and helping them in the best possible way. Scrum Masters not only help the team, but also help the team by spreading wisdom. The Scrum Master and development team understand the goals, requirements, rules, and values of Scrum and at regular meetings, the Scrum Master is responsible for holding the planning meetings promptly.

The Sprint is a time-based goal that takes place within one month of the end of the project and can be used when tasks are complied with, or the project is completed or extended. The Sprint has five stages, and the speed is hasty. Planning, Daily Stand-up, tasks, Sprint reviews, and retrospective. The goal of Sprint is to establish subroutines that must be accomplished during the established time-frame. The organizational meeting creates a simple plan to achieve this goal. The entire team creates the plan with the help of the Scrum Master. The Scrum Master's job is to make sure the team understands their goal and train the team to meet their long-term objectives. A sprint review is carried out at the end of the Sprint. At the same time, the team is working together to get the job done as quickly as possible by thinking about what has not been done, what problems exist, how to fix them, and what is next. The Sprint Retrospective is a place where teams come together and look for ways to improve next sprint. The Scrum Master is responsible for ensuring that the meeting runs smoothly and productively. Agile is an effective way to see what your team can improve.

Scrum Master is a suitable role for myself. Within helping and teaching others, I have found happiness and contentment. The Product Owner and the Scrum Master work together and this was demonstrated in our week six discussion. The product owner is the spokesman for the Agile team and works with the customer as a production supervisor. During my time as a product owner, I take care of user stories and product backlog. I do this by meeting potential users who can find out what features they want to see. We used this information to submit five written requests to help the development team understand, what they wanted the product to do, and what type of user it was accommodating. Once the information is gathered from the main project it will be sent to the product backlog ordered by priority. The entire group must approve of the product backlog which opens the dialogue between all members of the group and arouses public interest in the project. The product owner is responsible for ensuring that all backlog content is understood by each member. All of this is meant to add value to your team's work and make the right decisions.

The next role is the tester. The tester's job is to get information about the users of the product. It is also helpful for test cases to determine if user information meets compliance requirements. Testing begins during the start of agile development and will continue throughout the development phase of the migration. This gives the development team immediate feedback this means the team will make progress quickly. However, if you work too fast as a tester, this might put the team at a disadvantage. But with experience you will know what to do and save time and money. Failure accelerates the creative side which enables more testing and innovation in development projects. The creation of these test cases clearly shows the developer what the product should be accepted.

The developer is another role which I must mention. The requirements of the project will change, and the user stories must be adapted quickly as a developer. One of the most critical aspects of development in Agile is modifying the working code, not the project itself. The requirements are diverse and agile to encourage these changes and decrease cost. If you're a developer, you can find out what the product should do. Accept test cases. This leads to the developer's next role when the project has undergone major changes. Project requirements changed and as a developer, I can quickly adapt to agile methodology. One of the keys to Agile is acceleration in development which could result in fast, yet incomplete code. Yet demands continue changing and Agile is driving these changes. Before a product is released it must be quality assured. After making changes, you can use a targeted user story. Try the case and understand the new requirements. Creating perfect code means saving future time and energy by changing the product in accordance with the user stories. Adapt quickly. I think Agile has a big drawback here. Agile is recursive. It offers more freedom: innovation driving growth, but for me it you constantly have to revise the source code. Upgrades can be much more difficult than doing it right from the start.

In this role-playing study, I have learned something very simple. Follow up and clear communication is the key to a successful project. We must work together to provide our customers with the best products. The Waterfall method is used as a growth process and gives you an example of how development could be accomplished in more methodical ways, which is different from the Agile approach. The Waterfall method is divided in various stages. These stages are not gradual... the process of sequential formation. When the waterfall project was started, all requirements were set once from the beginning. The project started, it was very difficult to change. On the other hand, Agile is like a mini-portfolio as part of a large project called an Epic. These differences are some of my favorites about how Agile can help your team succeed. During the development, you are free to see your flexibility. Testing throughout the project, you get to find out where it's not working during each phase. It reduces stress throughout the development process. Everyone in Agile is responsible For the final project, this gives you real responsibility for the entire development process.

The Waterfall method has a different set of roles such as Project Manager. Like the owner of the product, he oversees the team to complete the project at the same time. The role of the manager is to create a powerful structured program in a waterfall environment. Deadlines and goals have been set. The framework is thought up by the business analyst. The project manager is responsible for leading the team to achieve these goals. Project Managers are similar to Scrum Masters in that they both remove development hurdles to get the job done. But the project manager also gives instructions to the Development Team. Meanwhile, Scrum Master facilitates the team, but it doesn't provide any direction. The development team is free to take some creative liberty in the project and will feel empowered.

Business analysts works with the Project Manager as the Scrum Master would work with the Product Owner. Business analyst Waterfall Methods define project requirements and are more focused on approving the work as it is accomplished. Instead of leaving the problem to the team's own decisions, they tend to specify a solution. The desire to meet specific requirements means that this method is not flexible.

Scrum Masters and Product Owners are like Business Analysts. After changing the design, you can see how the tester communicates Product Owners can view user stories to meet new needs.

Before I started this course, I was a developer, I think this is the most suitable role for me. I had limited knowledge on what a Scrum Master was. I want to learn more about this role, but I want to become a developer and gain experience on projects before continuing to be a Scrum Master. I want to find a company that will use Agile so I can put these lessons learned to good use. I find flexibility and creativity to suit my personality. This dexterity has also helped me rethink my personal projects. I got working code and started implementing a project that I was worried about whether it would be perfect or not. I understand that this may create more jobs for me, but it will make me fail faster. I also started writing my own tests and stories for my personal projects. This communication tool also has to divide the project into smaller projects, the definition of goals, requirements, and satisfaction is considered complete. In doing so, I realized that I could complete a project more efficiently instead of having many unfinished projects. That's why I want to get more professional experience as a team member. When I participate on a project as a team, I think these forms of communication will help me as an industry developer. They help provide guidance and requirements for achieving goals, but at the same time provide flexibility, creativity, and creative freedom. This is what I admire. I like problem solving and I like problem solving creatively to help me learn and become a better developer.