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Final Project

Scrum-agile development has introduced specific team members with specialized jobs. With each team member assigned to a specific path to work through the team now can focus on the project and the tasks involved. The team has considerably less tasks related to project and team organization thus freeing them to create! In Scum there are two positions out of the entire team that are filled by one person each. These positions are the product owner, and the scrum master. These positions are a critical piece of the team that help orchestrate all that is Scrum.

Our product owner contributed allot of information to the other members of the Scrum team through constant engagement with the SNHU Travel board. At the beginning of this project the product owner performed interviews with the Travel board to collect information that could be interpreted as user stories. With multiple steering questions the product owner was able to note some vital features and desires from the Travel board. This information is critical to the rest of the team.

The scrum master has a very different responsibility to the team because it is their job to help the entire team stay collected, organized, and on task. The scrum master makes a unique contribution to the team through their daily scrum meetings, backlog refinement, and sprint planning which are all specific tools to help navigate the scrum team through the project in a logical way. Although scrum stays away from much of the bulk in traditional waterfall development planning, there is still a considerable amount of work that must be done to keep these teams working in an effective way.

Testers are another critical role to the scrum team. There can be multiple testers unlike the product owner and scrum master. Our testers during the SNHU Travel project helped bridge the gap between product owners and developers. The product owner has certain requirements that are brought up through user stories and of course the developers must bring those requirements to reality. Testers have created specialized tests to ensure that what has been created is functional and operates as expected. Without testing we would have released a product to the Travel board that has no verified functionality.

Last, but not least the developers of course have a large impact on the success of a project. In the SNHU Travel project the developers are the actual creators of code who bring the project to a reality. Without the developers we would have an entire project planned and ready to be tested, but we would have nothing to present. The developers helped switch this product to a slideshow-based site in the last few weeks of development and are always there to quickly tackle a new challenge.

One of the excellent things about scrum is its adaptability because it allows a project to take in new information at almost any stage of development and change the project itself. This ability to change helps user stories come to completion! If a user story came along halfway through a project in a traditional waterfall development environment the chances of that story being incorporated into a mostly laid out framework are slim to none. When the SNHU Travel board told our team, they wanted to incorporate a slideshow into their site our development team was able to adjust the product backlog and rework the entire site in a matter of weeks. This is only possible with scrum-agile development. Not only does that approach allow for user stories to come to completion, but it also clearly supports project completion even with interruptions. The scrum master was able to quickly adjust the product backlog and iterate a sprint with the slideshow request made my SNHU. The development team quickly made the necessary changes and project completion was back on track.

Communication within a scrum team is so incredibly important. Everyone must remember that they are all working towards the same goal. Last minute changes can be very stressful even if expected and it is important that all team members remember they are in Scrum to accommodate those last-minute changes and no one is to blame for those hiccups. Halfway through the project the product owner got some new information from SNHU that they wished to include a slideshow visualization of vacation packages. This broad idea was passed down to the developers where they immediately had some important questions that needed answering. There was an email sent to the product owner that was extremely professional, direct, and informative. The developers asked for more information in a bulleted style email to ensure that the product owner knew exactly what was needed. They ended the email with a reminder that the team would be on a temporary hold until more information came in so this was an extremely important matter. In scrum last minute changes should be expected, after all that’s what makes scrum special, it’s ability to take those changes and move forward, so we must embrace it. Team members must always work together.

I’ve spoken on this idea already in this retrospective, but I must reiterate because of its importance. Concepts of product backlog and sprints are of such value. These two organizational tools alone are worth transitioning this company towards an agile based environment. When problems arise, there is no need to implode. There is a clear and workable feature that allows our team to be successful no matter what is thrown our way. A Problem or new idea such as SNHU slideshow comes into the scrum team. With meetings and communication, the team works together to understand what each member must do to take this new challenge in with minimal disruption. The scrum master looks and adjusts the product backlog where he sees fit and does some sprint planning. A new plan is laid out with every team member aware of its impact on them and what they must do. All parties move forward!

There were mostly pros in my eyes when considering scrum-agile in the SNHU Travel project. Everything moved forward with this process. Things were done in a logical way and when problems arise there was a reasonable way to take the challenge and adapt. User stories were definitely a major pro in this approach because they truly allowed everyone to see what SNHU had in their minds when they decided to create this product. Everyone wants to see their vision become a reality and this approach allows for that to happen with our clients. I truly don’t see any cons to our company switching to an agile approach.

Scrum-agile was by far the best possible approach to the SNHU Travel development project. Any other method would have left some of the user stories incomplete and the idea to include a slideshow representing the vacation packages would have been left behind in a waterfall development process.