

# Scrum-Agile

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# Introduction

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The Scrum-agile method allows for teams to produce using a method that is manageable. Some benefits from Scrum are rapid iteration, increased communication, and ability to better meet clients needs with focused teams.





# Roles

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Scrum Master – Lead Daily Scrums and other meetings. Keeps the team engaged and on task during the sprint. Performs coaching for the team when needed. Produces the Sprint Review and Retrospective.

Product Owner – Main line of communication between stakeholders, users, and Scrum team. Create User stories for the Scrum team. Being the only source of information for stakeholders, product owners need to share the progress of the project and any issues experienced.

Developer – Produces the product. Takes part in the Sprint planning phase. Provides updates on progression and issues during Scrum meetings.

Tester – Uses feedback from users to debug and rapidly iterate the product. Rapid iteration helps team to meet deadlines. Often a small team focused on one specific product.

# Phases of the SDLC (Software Development Life Cycle)

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1. **Ideation** — The Product owner takes information from stakeholders, users, and Scrum team to come up with an idea for the project. They state a goal for the product. With this they start the planning phase by developing tasks and gathering the required resources.
2. **Development** — The Scrum team starts to develop the product. This will be the first version of the product created, updates are expected to fix any bugs found later. This part of the process is the most time consuming.
3. **Testing** — During this phase, the product will be put through a series of tests for functionality and checking for bugs. All bugs must be fixed, and the product updated.
4. **Deployment** — After all testing is complete and any bugs fixed the product is ready. The product will be released for use to the intended users.
5. **Operations** — During the product use after release, continued maintenance is required. Updates and bug fixes not found during testing will need to be addressed for users. Feedback plays a key role for the future success of the product.

# Why Agile?

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The Scrum-agile approach helped the team to successfully produce the project on time. This would not have been possible with the waterfall method. During the development changes occurred but the flexibility from Scrum allowed the team to make the need changes without moving the deadline. Scrum-agile also gives the ability to communicate between teams to rapidly iterate. If it wasn't for the Scrum-agile approach the team would have missed the deadline and negatively impacted the client.

# Agile vs Waterfall

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## TEAM SIZE

Depending on what size team you need is a factor. With agile the “Two Pizza Rule” allows for smaller specialized teams to focus on individual clients. Waterfall offers a broader less specialized approach.

## COMMUNICATION

Waterfall doesn't require teams to communicate between one another. With agile communication is required. Daily Scrum and other meetings give the teams opportunity to communicate progress and issues.

## RAPID ITERATION

In waterfall if a problem is discovered the product goes back a step or is restarted. With agile the specialized teams can focus on one client. They can take feedback and quickly fix any issues without going backward in the process.



# Thank you

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# Works Cited

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Hoek, J. van der. (2023, September 29). *The 5 stages of the Agile Software Development Lifecycle*. Mendix.  
<https://www.mendix.com/blog/agile-software-development-lifecycle-stages/>