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Final Project

The first part of a scrum-agile team I would say is the product owner. Without a product owner there is no reason for the team to exist, the developer would have nothing to develop and so on. It’s the role of the product owner to give direction and requirements to the team so they know what to create and how long they have to create it. Its also the job of the product owner to provide user feedback in the form of user stories. User stories are used to provide feedback on what the end user would like to see. This is important because at the end of the day the end user is who will use the product the most and it should be tailored to them. This was demonstrated during one of the first assignments where we had to take what users were saying they wanted in the program and making them into user stories that could be worked on.

Next the scrum master manages the team and makes sure things get done when they should and helps where they can to make sure the team is efficient, and nothing gets in there way. They do this by managing the product backlog to make sure what is important gets done first. You would want someone working on something like a font change when a vital part of the program still need to be done. Its also the job of the scrum master to ensure the development team is creating a valued product, they hold the developer and tester to a standard, so the product meets the requirements. Lastly the scrum master oversees handling scrum events like the daily scrum and the sprint review such as this one. The daily scrum is important to making sure everyone is on the same page, it’s a short meeting where everyone talks a bit about what they are working on what they hope to get done and what’s troubling them.

Developers are essentially to creating software, developers are in charge of writing the code that makes up the program. During the development process the developer writes code in iterations so there in room to change if need be. They also work closely with the tester to make sure the code they are developing is up to standard. Taking on the role of a developer we created the initial concept for the SNHU travel website, and later changed it when the product owner had a different direction.

Finally, the tester is responsible for making sure everything is up to standard. The tester is responsible for setting the criteria that the program should follow. They do this by looking at user stories and making sure what is being developed meets those expectations. They are also responsible for testing the code and making sure it free of bugs, a program full of bugs can make the program unusable or very difficult to use if left alone. The tester also works closely with the developer to ensure that mistakes that might be happening repeatedly don’t keep occurring during the development process to make the work smother and more efficient. This was shown when taking the user stories and entering it into a backlog with more detail and direction.

The agile approach brought the user stories into the SDLC by making to some of the user stories were the top priority. The users’ stories are given a priority when they are added to a backlog to ensure the most important aspects of a program are prioritized.

The agile approach allows for change in the middle of a development life cycle because it’s meant to have an approach that allows for change. By the product owner changing the prioritization of the product backlog it allows for developers to start working on what needs to be changed sooner rather than it falling to the bottom of a list of things to be done. This allows it to also be visible to everyone on the team as everyone on a team sees the product backlog and can know what to expect.

During the discussion of the change from waterfall to agile I feel everyone was very clear and effective on communicating complications that might happen, but also very effective in taking about what they needed moving forward from the rest of the team. For example, the developer was very clear on how they’re priority was strongly on a product backlog as it is essential for the developer to know what is needed to get done. And in the same vein the product owner was very clear that they would be focusing on panning and communication of the product to ensure everyone knows what they are working on, and the team will work more efficiently because of it.

Using effective tools for the team is essential in making sure everyone is on the same page. Software like Microsoft Azure can help making very clear what everyone is working on and what stages of the development life cycle everything is on with its easy of use and graphic interface that visually shares where it is and who is working on it. Other tools that help with the SDLC are things such as the daily scrum, one of the most important parts of the agile approach is its communication with the rest of the team. The daily scrum is one of the best times to communicate with the team because it allows you to share where you are and what is giving you trouble. This allows for someone who might have more experience with the situation to potentially be a able to provide support so you can move onto your next task sooner.

I think this transition to the scrum agile approach has been very effective and it’ll be very beneficial moving forward for the team. With the many benefits of the scrum-agile approach such as the iterative SDLC and the heavy prioritization of communication and teamwork it allows for directions to shift if need be. While it is very effective that doesn’t mean the approach is perfect, it still has issues like the limited documentation. With the idea of being flexible and hitting the ground running it often means less documentation of what is going on during the development life cycle. Another downside would be that there is no definite end to the SDLC with the idea of the agile approach heavily focused on constantly interacting it often lack an end of the process and the software is constantly being changed and improved.

The scrum-agile approach is a very effective and efficient approach that many companies could benefit from switching over to it, I think the SNHU travel project heavily benefited from the change and moving forward it’ll only get more efficient as the team become more use to the flow and becomes more efficient with the steps and communication.