David Charette

CS-250: Software Development Lifecycle

Professor: Joseph Rangitsch

12/11/2024

There are many roles within the scrum-agile team, and every role plays an important part in the software development process. The roles within an agile scrum team consist of a Product Owner, Tester(s), Developer(s), and a Scrum Master. The product owner’s role in the scrum team is to contact the customer, this is to find out what the customer is looking for with the potential product. This process allows the developers to have the information that is needed to create the product that they are looking for. The next role is the developer, the developer is the person who oversees creating the product that the customer needs. They utilize large amounts of information that is retrieved from the interviews the product owner conducts with the client. After the development of the product gets to a certain point the product needs to be tested to see if there are any kinds of issues. This falls under the scope of the tester’s role in the team. The testers perform a variety of tests on the product to ensure that everything is properly functioning as intended by the design of the developers. By doing this the testers find ways that the product can be improved to meet the customer's request. The developers and the testers work closely together on the product. Testers need to have a good understanding of what the customer requires from the product and what they need it to perform.

When taking the scrum-agile approach to complete the user stories this became useful because the product owner is required to communicate with the customer throughout the process of product development. With this constant communication, the product owner was given the ability to receive information and feedback from the customer that is needed to create a quality product that was within their requirements and satisfaction. If any changes need to be made throughout the development process it is easier to adapt to those changes instead of putting the project either behind or even on hold. This can cause delays or create poor-quality products with other methodologies. The goal is to create a product that is to meet the expectations of the customer.

This process is designed to help with unforeseen issues or changes that need to be made within the product development process. Agile is known to be flexible during the process of development. This does make things easier on the team and everyone involved. When I had to make changes to the project, I was given the ability to do it without having to overthink what needed to be completed. The team is given many things to help support them throughout the process. If you come across any misunderstandings, they can be clarified through multiple points of contact.

Agile is designed around communication and you can talk with anyone who is involved with the project. You are not locked into only talking to certain people, as an example, developers are not limited to only talking to other developers, testers, or just the scrum master. They can talk to stakeholders, the product owner, or anyone else. This is not free range, there are limitations to a point like developers can speak with the clients while the product owner is present. Everyone can share their thoughts on the projects; by doing this you may be able to share insight into something that can help move the progress along faster. This is a fantastic way of seeing how everyone is progressing and where the status of the project is. Adding items to the tack list during meetings can show everyone. It was like the discussion we had when we were put in a group and had to ask each other questions about which are great practices for a specific role.

A great tool that can help keep a plan organized is sprint planning and daily stand-ups. With sprint planning the scrum master and the product owner can share the information that they have on the product the client is looking for. This can help organize the project because the scrum master can plan out how to go about creating the project. With this information, the scrum master can assign tasks that are properly aligned best with their skills alongside spreading the workload equally the team can work together to get the project completed as effectively as possible. During these meetings, the other members of the team can share their input on what they feel might be a better way to attack the project. Daily stand-ups are very useful as well, this allows the team members to share their struggles and progress with everyone on the team. By doing this the scrum master can determine what is the best way of helping that person is surpassing that roadblock or even other team members may have useful input. With the combination of these two things, it makes the project to be easier to plan or plan for potential issues. Having a better understanding of the progress of the progress of the project can be a useful tool on its own. Utilizing these tools will allow things to be as efficient and deliver a quality product to the consumer, striving for client satisfaction is what every business aims for.

The scrum-agile methodology has been very effective in completing the SNHU Travel project. There are some pros and cons to the method. One of the pros of this method when it came to the project would be flexibility. This can allow for the correction of any issues and changes. If the product owner talks to the client and they are looking for something to be changed with the product, the team is informed of this. The details are discussed, and everything can be planned during daily stand-ups. Communication is another pro to this method; it is a huge part of agile. With constant communication between teammates, everyone can know how the project is progressing. If any issues arise everyone on the team can share input and work together to help progress the project, with agile everyone is on the same level and wants the project to be successful. With this level of collaboration completing the project is made easier. With the entire team being valued equally this can lead to an increase of motivation on the team which leads to an increase in productivity. Some that I can see as a con with the method is if the entire team doesn’t agree on the best approach during spring planning. Team members are not all going to have the same thoughts and opinions on the project. There will need to be a way to settle disagreements during these meetings to make sure that the project stays on track. I think that agile was the best method for the SNHU travel project. With the changes that needed to be made toward the end of the project. The use of agile helps provide ease and efficiency to the adjustments that need to be made. Agile was a very effective method for the development of software and other types of projects.