

250 Project Slides

Agile Scrum

Product Owner

Product owners are the front facing individuals who update clients regarding the progress of projects. They are socially aware and able to communicate with both client and Scrum Agile Team to facilitate rapid communication.

Scrum Master

Scrum Masters serves the product owner by helping to manage the product backlog to ensure the value of the what the development team creates. They also facilitate events like meetings reviews and retrospectives.

Developers

Developers help to ensure the incrementation of products at the end of each sprint which is traditionally 2-4 weeks.

Development teams are self organizing and largely expected to determine the best course of action to turn product backlog into incremental functionality.

Tester

Testers like developers help to ensure the incrementation of products at the end of each sprint. Where they differ is in the fact that testers are responsible for updating test cases based on the product backlog and ensuring that quality control is and ensures cases are compliant with constraints laid out in the user stories.

SDLC Life-Cycle

Input from end users is handled by the product owner and used to edit the product backlog.

Then comes sprint planning meeting. The team must establish how much time is appropriate for each sprint

SDLC Life-Cycle

Daily scrum meetings keep everyone updated and allow for product backlog refinement. Then there is a review and a potentially shippable product followed by a retrospective. The product owner will communicate this to the client.

Waterfall

Waterfall approaches emphasize a linear approach from start to finish. Relying on the assumption that all project requirements can be understood at the beginning of project.

Waterfall

Waterfall as implemented with the SNHU project would of potentially led to a quick project completion time but would of run into major hiccups and problems upon encountering requests for changes from the client. This could result in an end product that is not as adapted to the situation the client is facing towards the end of the development pipeline

Agile Vs Waterfall?

Deciding what methodology to choose comes down to the situation on the ground. If I was dealing with a product where design constraints and requirements were known early I would choose waterfall for example.

But if there was a at least moderate possibility that many changes would need to be made the iterative process of Scrum Agile would be better.