Module Seven Project

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To create a team that is worth having we need to make sure that all elements are working cohesively and efficiently. To make a scrum team it incorporates four different types of positions, the tester, the developer, the scrum master, and the product owner. Each role plays an important role as with out one the others would fail. The Product owner in the SNHU travel project help make sure what we were tackling the most important issues first and gathered the information from the clients to later translate to the team about what needs to be done. For example, we were able to see that the product owner gathered the information about customizable profile settings or finding out that people are looking into niche vacations, so they were going to add specific vacation ideas into a top 10 list to show that we are learning and adapting vacation plans based on what they choose to do and what they like to search up. The next one is the scrum master, a vital role in keeping the team on point and helping direct plans in making the project come to fruition. The scrum master must act as a coach and mentor for the team, allowing a clear way for them to handle the backlog and be able to move forward. In this project we were able to see how important a daily scrum meeting is and was able to create a meeting everyday but hold it for 15 minutes. In this meeting we were able to discuss the main issues and what we have done, this allowed us to focus on the project and if deviated the scrum master would take control and bring back what needed to be said and take notes for anything else. The next one is the tester; this role helps create the user stories which will later then be added to the backlog which would allow the team to be able have a clear objective in mind. The tester in this case was able to take the information from the product owner and break down that into 5 user stories which was later then added into a priority list. The tester also made sure to reach out to the product owner to clarify on some of the user stories as this will be passed down to the last step the developer. The developer play helps build the product but also will relay any concerns in development. That is what happen in this case as a last-minute change was added and we as the developer asked the product owner and test clarification on the priority of the new user stories and what they wished for in the product, also the time frame given. This shows that the developers just like everyone else is not by themselves and will need to work as a team to be efficient and effective.

The Scrum-agile approach was essential in being able to allow everyone a chance to express themselves about their concerns and impediments to their work. In terms of the user stories, we were able to find out what needed to be done and clarify what needed to be done. As discuss before we were able to clarify the user stories as the tester which would not have been able to be done in the waterfall method, as in the waterfall method the work would need to be done first and then the product owner would test out the work to see if it was done correctly and if not, it would then be sent back. In all this takes more time compared to the scrum agile method which gives feedback quickly which in turn allows us to find out the issues quickly and develop a near perfect product.

The scrum-agile approach showed its usefulness of this method as we were able to quickly overcome some of the issues that came along with the project. The project owner was able to get in touch with the people and find out more about deciding on what to do. This is great as it allows us to make the product, we wish to have instead of going back to the drawing board each time. In this project we see that the product owner wanted to add a top list of detox/wellness vacation packages. Since this is agile, we want to keep the same dates however we still want to consolidate with our developer to see what is possible and what isn’t. As the product owner we will reprioritize the new information in order to not overburden and overfill the backlog with things we know will not be done in time. We also will need to develop new test cases to clear up any confusion we may have about the new user stories.

Relaying information to the team is important in a scrum-agile approach. We also want to be efficient and effective as the team needs as much time to work on the actual project. We may also need to relay information to other teams if we are working with them on a specific issue. Therefore, we have information radiators, to quickly dissipate information even if the team is not close together and is working in different areas. This tool could be something as simple as a whiteboard which would be tracking on what we need to do and what is done, this creates transparency as anyone could easily see how much has been done and by who. However, like I said earlier we all don’t have the luxury of being together like for this project so we can use things like discussion boards to have our meetings and then move our whiteboard into the web and use applications like Jira or Azure which also can radiate information to the team quickly and efficiently.

Like I mentioned there are tools we can use to organize and communicate between a scrum team. Jira and Azure are well known and help give a level of transparency as everyone is allowed to easily follow and see what needs to be done. Its scalable as well meaning we can translate that tool no matter how big or small the team is. A very valuable tool and principle we used is the product backlog and user stories. This was a useful tool in breaking down the requirements needed to build the product and made small easy to follow instructions for our team to easily define and follow along. We saw that the team needed to adapt to a new change as well so changing the product backlog was important as well, as it allowed the team to see what was more important and others not so much. This tied into the measurement of how long a user story may take as we can either have it be made up based on prior work or we could meet up as a team and say collectively how long it may take. The Scrum events we hold is a great way to update our information like the daily scrum where everyone will tell what they have in mind, but we may also have the sprint planning, sprint review, and sprint retrospective. These can help us highlight what we did well, need to work on, and how much can be shipped out.

The pros of using the scrum-agile approach allowed us to quickly adapt and change and develop a clear idea on what the product was going to be. We were able to break down the user stories into smaller pieces making it easier on the team and the easier to follow up on. We also made sure to prioritize what functions were more important to the client in order to finish what was wanted the most, first. We then focused on the individuals and the teams so we could analyze how long we are given to finish the user stories and have it ready for deployment. That is another pro we have with agile, the product is always runnable and executable, so its always ready to be deployed and shipped. Some cons however may be that to a non-experienced team it may be hard to switch over to a new way of doing things, we may need a coach to show us the ropes first and this may take time to do but given time it will be a valuable investment. Also we may find that things are hard to predict as with the agile approach we always move in increments and do not think of things to come. The scrum-agile approach proved to be a good choice when approaching this project as we broke down what needed to be done. Communicated with our team on clarification on the user stories and even had a last minute’s change thrown in there. This was all things that agile proved to be well in. We also could see that all of us are not together so we made sure to discuss things on a discussion board where each one of us could reply to one another.

References

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley.