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7-1 Final Project

All of the roles in an agile team are important in making a product. Every role has their own specific task to do, everyone has its specialty to contribute. For example, in basketball there are different positions to make the team complement each other. The point guard will distribute the ball, shooting guard makes baskets, small forwards is the jack of all trades, power forward for rebounding and center to anchor the paint. Everyone has their own role and makes sacrifices to win games just like in an agile team. The roles in an agile team are Product Owner, Scrum Master, Testers, and Developers.

Product Owners assigns work to the team members. They are responsible talking to stakeholders and users on how to improve the product. Users provide valuable insights as they utilize the product, while stakeholders, who sponsor the project, guide decisions to optimize returns. Meanwhile, user stories aid the scrum team by outlining tasks using the "As a <type of user>, I want to <perform task>, so that I can <achieve goal>" format, with tasks prioritized based on difficulty. User meetings serve to accurately capture user perspectives for creating user stories, emphasizing direct user input as the most effective method. In the example on the SNHU travels the product owner was talking to the users on what they want to experience using the app. After receiving the information given by the users, the product owner will discuss it to the team to make changes.

The role of a Scrum Master is difficult because you need to fill different roles on the team, leadership, coaching, mentoring, and facilitation for the team. Despite its challenges, being a Scrum Master is fulfilling as it involves guiding the team through project-related issues, resulting in a sense of accomplishment. Responsibilities include organizing and leading Scrum events, such as sprint planning, daily scrums, backlog refinement, sprint review, and retrospective. Communication about these events occurs through emails, fostering team engagement and preparation. These events are pivotal for maintaining team connectivity, tracking project progress, sharing updates, and addressing questions or challenges. The Scrum Master's aspiration is to promote team knowledge, readiness, engagement, and unity towards achieving a common project goal, facilitating conflict resolution and aligning the team's efforts. In the SNHU travel, the Scrum Master and Product Owner was talking to the stakeholders about the product. After the meeting the scrum master immediately schedule the agile events and form a team of testers and developers to make the product.

Testers and Developers works together closely to help each other to make the best result. A product tester's role involves examining the product to ensure it meets the desired quality standards before it's released to users or stakeholders. Their responsibilities include creating test cases for specific product tests. The developer’s responsibility is to follow the user stories of the product owner. The developers will make the product and the testers will test the iterated product. After the testing the tester will let the developers know what’s wrong and right on the product. In the SNHU travel example the team had a meeting and the product owner told the team that the main destination was changed, the developers and testers work together to make these changes to satisfy the management’s decisions.

In an agile-scrum approach helped each of the user stories come to completion because it has an iterative and collaborative method. Each user stories have a size base on its complexity, this concept of size helps the development team estimate the work required for each user story. In an agile development there is a concept called sprint. It is a time period on when the team needs to show the stakeholders a working product to show them the progress. User stories are made collaboratively by the team in every end of a sprint. The stakeholders will give feedbacks on the iterative product and the developers can make changes base on the feedbacks. This is more efficient compare to waterfall development that everything needs to be done base on the written development from the start.

Agile approach is also adaptable as I explain before, the team will modify the product base on the stakeholder’s decision. Another reason why agile approach is adaptable because whenever the testers see something wrong on the product on every sprint, they will quickly tell the team about it instead of waiting for the whole product to be finished then try to fix everything in the end. The team will fix the problem every sprint until the project's completion, ensuring smoother project completion despite changes and interruptions.

Communication is a major factor in a team’s success because having an open and clear conversation with the team will make everything smoother. This is one example of the developers email to the product owner and tester;

Dear Product Owner and Tester

I kindly request more clear and detailed user stories. Comprehensive data and feedback on the completed project. Your timely response would be greatly appreciated. Together, we can deliver a top-quality product.

Thank you,

Developer

Effective team communication is crucial for smooth collaboration, as seen in the developer's email. The email clearly asks for detailed user stories in a respectful and concise way, preventing confusion. By writing to both the product owner and tester, potential misunderstandings are reduced. The email's appreciative tone helps build positive relationships within the team. The call for collaboration at the end reinforces a shared goal, promoting teamwork and reducing confusion. This email example highlights how clear communication encourages teamwork.

The tool that made our team successful is Kanban board. It helped us see which tasks were available and assigned. These tools, combined with good communication practices, allowed us to work effectively in an agile environment. They helped us keep track of progress visually and communicate effectively about the project's status. Overall using a tool is important in an agile approach because it’s a visualization of the team’s progress.

The pros of agile approach in the SNHU travel are that it’s adaptable and less error prone. In the SNHU travel example mentioned before was a way of adapting the product base on the stakeholder and user’s feedbacks. Being a traveling website needs constant update because trends always change in social media. The cons are it’s difficult and time consuming. It’s difficult to always keep up what is trending on social media because it’s always changing every hour. The agile approach is the best approach to use on the SNHU travel because it constantly needs update and change based on the user’s desires.