**Final Competency: Chada Tech**

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The SNHU travel project was done in collaboration with several different roles within the SCRUM framework. There is the product owner, the scrum master, the developer, and the tester. The product owner is the dreamer in the project. They develop the vision and the user stories to go along with it. They are the final authority of whether something is to be implemented. The product owner should excel in soft skills like communication and parlaying with the stakeholders in a project. The communications between the stakeholder and the product owner is the life blood of any scrum team working to meet a deadline. The rest of the team is constantly chasing the product owner's vision of a project to please the stake holders. There is no one who should know more about what this project should entail than the product owner. In this simulation, the product owner change tact to make the travel site focus more on health and wellness. This was brought up in a planning meeting and the team was able to change course easily because of the effective team wide communication that the product owner helps to foster.

The scrum master is the de facto team lead after the product owner. They are there to help foster communication between team members, tackle the difficult problems as they arise, and are the emcee of most of the scrum ceremonies. Scrum masters are the ones that shape and mold a team to make sure that they are working as efficiently as possible. They are there to resolve inter-team conflicts and serve as an advocate for their team. An effective scrum master should possess (arguably) even better communication and interpersonal skills than the product owner as the scrum master is the face of the team. Scrum masters work hard to maintain cohesion within the team and are constantly seeking ways in which a scrum team might improve through an end of scrum review. In the SNHU project, the scrum master was pivotal in making sure that everyone on the team was on the same page especially when it came time to pivot towards the health/wellness set up that the product owner ordered. Their responsibility was to make sure that the project had to be done in a reasonable amount of time given the change in direction.

The developer is the workhorse of the team. They are the ones who guide non-technical members of the team to understand the requirements that is being asked and to sound off on ideas that any team member might have regarding the team capacity to get things done. The developers are the ones that bring that vision to life by writing the source code for applications and projects. During the SNHU travel project, the developer was the one who did the design and coding work for the travel application. The developer was able to ask meaningful questions regarding user stories to get a better idea of what the product owner envisioned. When the time came to pivot towards the health/wellness destinations, the developer was able implement the required changes after open communication with the product owner asking further clarifying questions.

The tester ensures quality across the table. They are often called Quality Assurance as well, but they bring more than just that. They are often required to come up with test cases in various scenarios to make sure that the end user can experience the application as the product owner intends. During the SNHU travel project, they were able to offer advice on differing subjects with regards to how the product owner wanted destinations displayed. They were able to offer feedback to the developers in the case that something was not fully working as intended or was kicked back due to lack of quality.

The scrum-agile approach was effective in many ways in getting user stories to completion. One that springs to mind immediately is the "Top Five Destinations" user story. The product owner took a survey of their top customers and determined that this was something that their users should have access to. The product owner then drew up the story, the scrum master talked to the team about it, refined it and assigned points to it fleshing it out even further. The tester and developer were able to ask about specifics in how the product owner wanted it to be displayed in the application. The developer worked on implementing it while the tester created test cases. The daily stand ups allowed the team to be better clued in on what needed to be done and what progress had been made. A sprint reflection showed that the product owner was satisfied with the result and the process was complete.

The scrum-agile approach shined through whenever the product owner decided to pivot to health/wellness. The team was able to adjust accordingly through a series of communications with the product owner asking for more details. The test cases already made had to be reworked, the developer was able to ask further clarifying questions on what kinds of destinations/packages should be shown, and the scrum master was there to help facilitate all this communication and monitor the progress.

During our simulated team meeting last week, I was able to effectively communicate how I wanted to be in the tester role for our group. There was not much communication back and forth unfortunately, but I feel like I solidified my points in my original post. I put forth a myriad of ways that I would perform my role and help to optimize our current projects and future projects with automated testing to ensure that we were able to make sure that all of our applications were up to par and working correctly. I tried to be open about some challenges that we might face in implementing this, but provided a framework that would help the entire in the long run. I invited everyone to chip into what they thought of my ideas, but it seems that no one responded in a timely manner. A little bit of suffering now is bound to pay off in the long term when the work is done effectively.

With the scrum-agile approach, ceremonies are key events within the framework intended to help to better plan, organize, and execute our tasks effectively. I believe the biggest boon to our progress was open and honest communication. If a scrum team is unable to effectively communicate, then the bottom falls out of what scrum intends to do. In our simulation, the scrum master was able to effectively communicate what they wanted from the team, the product owner did the same, and the rest of the team was able to come up with feedback to proposed ideas or plans. The event that probably was the most effective in prodding the team towards greater progress was the sprint planning sessions. There we would formulate a game plan for our upcoming sprint and discuss any blockers that came up.

The pros to using the scrum-agile approach in the SNHU travel project were many. Like the namesake 'Agile' implies, we were able to adjust our course very quickly within the sprint whenever the product owner wanted to change direction. This project was built into different sprints, so we were able to provide value to the customer at each step of the way. It being built into small manageable portions like sprints allowed the team to have a feeling of accomplishment along the way as each task was completed. The daily scrum meetings were a great way to gauge everyone's progress and how far the team had come/ had to go on their specific tasks. I feel that agile/scrum is the superior framework for product management and software development.

The cons of using the agile/scrum approach in the SNHU travel project were not noticeable given everything. Several do come to mind, however. The importance of all the ceremonies cannot be understated within this framework, but I could imagine how some of that might get tedious. Attending a daily standup, if for only 15 minutes or less, could get tiresome if no meaningful discussion is happening especially during sprint reviews, refinement, or planning. I feel if everyone is actively engaged during this time, then this cannot even be considered a con.

The scrum-agile approach was certainly the best way to tackle this project. The team made a concerted effort to understand the details and communicate effectively during the project. We were able to deliver quality after each sprint and were able to pivot where we needed to. We were able to address concerns that each member might have and talk out effective solutions with an emphasis on continuous improvement. We were able to consider feedback from our stakeholders and fully implement changes that they would like to see in our application.