CS 250

Final Project

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Each member of the Scrum-agile Team had different roles and goals, and thus contributed to the project in their own unique way. The Scrum Master, for example, keeps the project running smoothly by managing the exchange of information between team members. This especially includes ensuring that both the Scrum framework and the agile values and principles are followed. The Scrum Master would accomplish his/her goals by prioritizing communication between team members, often by utilizing Scrum events such as Sprints and Daily Scrums. Though the Scrum Master may not regularly work on the project itself, he/she has some of the biggest responsibilities within the team. The Product Owner, in comparison to the Scrum Master, is seen as one of the leaders of the team, seeking to maximize a product’s value by managing and optimizing the product backlog. This includes defining and prioritizing User Stories, a description of requirements of the project. It is the responsibility of the Product Owner to ensure that the work is done in reasonable order, which is done by estimating the prioritization of each task listed in the Sprints. The Developers, who make up the rest of the team, are responsible for completing the work laid out in each of the Sprints. This is not to say that the Developers don’t have any input into how the Sprints are prioritized. One of the key points to both Scrum and Agile is communication. This comes from the Scrum Master, the Product Owner, the Client, and the Developers, all equally. This ensures the best possible outcome.

The Scrum-Agile approach’s biggest benefit is adaptability. When creating a large and complex system, Scrum-Agile aids us in breaking it down into smaller steps, prioritizing the steps, and completing them in the most sensible and efficient order possible. If there are any snags along the way, such as a client making a last-minute request or some sort of error during development, Scrum-Agile allows us to backtrack to previous steps (Sprints) in a way that will allow us to continue where we left off, all without losing any progress. This is a perfect example of “Flow” from Agile. “Flow” is used to streamline the production process by utilizing small batch sizes, just-in-time production, concurrent processing, timeboxing, the Kanban Process, and more. The reiterative concept of Scrum-Agile allows for changes at practically any step of the process, including last-minute alterations during the production process. This is because, after a general plan is put in place, the teams utilizing the Scrum-Agile approach work on only one section of the project at a time, starting with the foundational tasks. After each task (Sprint) is complete, the teams collaborate about what they completed, what’s next, and if there are any needed changes moving forward. This frequent collaboration allows for both maximized adaptability and the option to change directions as desired.

As mentioned numerous times previously (and numerous times in the future), the Scrum-Agile approach focuses on communication and collaboration more than anything. In the SNHU Travel Project, for example, it was encouraged that Developers reach out to the Product Owner, Scrum Master, and Tester with any questions or concerns they had. Not only did this give them more confidence in their work, but it ensured that they were still on course with everyone else on the team, and that they haven’t veered away from the plan set in place by everyone else. This protects the team from communication errors, such as one of the Developers not getting the memo that they were changing the order of the Sprints.

With collaboration being a top priority, certain tools and principles were used to maximize it. For example, Project Management Tools such as VersionOne, Rally, and Jira could be used to provide the simplest possible communication between team members and entire teams. Specifically, it gives each and every member of the team the easiest possible access to schedules, plans, assigned tasks, and of course, a place to meet for the Scrum Events. Coinciding with the importance of the Project Management Tools, certain Agile Communication Practices also had great effect in maximizing collaboration. These practices included things like information radiators, distributed teams, daily standups, and arguably most importantly, face-to-face communication. These tools and practices, especially when used together, allowed the SNHU Travel Project to maximize efficiency, because they met in person to set a specific set of requirements for the product, and worked together to divvy the work into Sprints, communicating all along the way.

The Scrum-Agile approach has several obvious advantages, but there are some lesser thought of disadvantages that must be kept in mind. The advantages include the maximum possible adaptability/flexibility, the encouragement of creative approaches, higher quality of work, higher customer satisfaction, more satisfied employees, and much more. Altogether, these advantages make the Scrum-Agile approach see, like the ideal approach to SDLC, and for good reason. However, there are a few negative aspects of it that cannot be ignored. Some of these negative aspects include the requirement of extensive training, the difficulty in scaling it, the (sometimes) required major transformations within an organization, and more. However, in the example of the SNHU Travel Project, the Agile-Scrum Approach is still the best way to tackle the project, mainly because of its adaptability in regards to the clients frequently requesting changes, like when they switched to detox vacations at the last second.