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There are many roles that go into the development of new products and scrum teams. Each role plays an important part of any team, including the Agile team with the product owner’s role is to be in constant contact with the customers for the team. The product owners are responsible for getting information from the clients to better understand the consumer’s wants and needs of the product. The developer’s role on the team is to work with the clients demands on the product, taking in as much information as possible to complete the task with how the clients and consumers want it. When developers get to certain milestones of the product, they hand off the current builds to the tester, going through it and making sure the product is viable and usable as well as noting any problems and bugs that need patching up along with criticisms on how the current build is to make it a better product. Due to this, the testers and developers need to have a close and trusting relationship to keep the production going smoothly, ensuring quality within the timeframe. With this, each role has an important role with the project’s production, working together to truly create something that is something customers truly wanted.

During this course, I was able to learn the agile style of development, everyone’s roles in it, and the processes of production. Taking on the role of a product owner had me create user stories as a basis of what consumers want with the product, seeing what’s important and what isn’t. When I was taking on the developer role, I had to make a slideshow of the top 5 destination spots with descriptions, giving me a glimpse into development. As I tester, I had to constantly see

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if the work I was creating was doing what it needed and see if there’s any updates, I need to do it, improving the quality of the work. Learning these roles truly helped me out in learning the Agile style of work, allowing me to prepare myself for any future careers that will utilize it.

Taking a scrum-style approach on the project helped create user stories, showing that the product owner must be in communication with the customer. With the product owner being in contact with the customer, it gets the information needed to complete the product and gives updates of the information to the rest of the team, allowing them to adjust to new parameters if needed be. With constant updates, it allows any updated changes needed to the user stories, having it be a good tool in case customers want to add anything to the product or if anything needs changing for them. When I was creating user stories, I was able to confidently revise the user stories that were created early in the course, giving me the skills needed to be a possible product owner.

Scrum-agile approaches support changes due to the techniques allowing changes to be done during production of the project. Agile is prone to making changes and going back to any part of the project if anything must be changed, being known for its flexibility and being great for dealing with interruptions. When I had to make changes, I was able to do it without much hassle due to the workflow of agile, getting me caught back up not long after fixing the issues.

The best way to communicate with the rest of the team is to give them questions and ask for feedback about their thoughts on the project, allowing them to express their views and thoughts on the project, allowing creativity to flow and see where everyone is on the project. With people being able to talk with one another on the project, it allows the team to easily see

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where to go next for the project and enlist help from others to get to the next stage of production without too much hassle or work involved, allowing different roles to play out together. With getting the team together, finding the right kind of communication that’s suitable for everyone is key to start gaining teamwork and trust among the group.

I found myself at times getting dismotivated when working on the various projects in the class and quickly needing a way to get remotivated. I found that stepping back, taking a break, and reviewing it was a great way to get me back into working on the project, allowing me to get critical of my work after I’ve gotten some rest. With rest, I was able to get back into the flow of work and get new ideas flowing, getting me to the next parts of the project seamlessly.

Scrum-agile was effective when completing the SNHU Travel project, having many pros with it. The pros I found were that I was able to make changes mid development, especially if I messed up or thought of a better way to deal with the issue, the being able to have a flexible schedule with the project and being able to be updated on the project when needed. Some cons were leniency and what that can do to a person. Being lenient can end up causing you to get lazy or not go towards the correct goal, either creating a different product than what was demanded or not having it ready in time. With this in mind, I still believe taking on the agile approach was the best for the SNHU Travel Project as it allowed me to work on the project without much hassle and allowed support whenever I needed it, being effective to me completing the product in time.