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There are multiple crucial roles that play a part in the Agile method. These roles are Scrum Master, Product Owner, Developer, and Tester. Me being the Scrum Master has multiple different responsibilities. Some of these are Sprint planning, Daily Scrums, Backlog Refinement, Sprint Review, and Sprint Retrospective. Sprint Planning helps by building a list of tasks that still need to be completed, this helps show how much progress has been completed. Seeing how much has been completed can boost morale if there are issues that arise. Daily Scrums are important as this is when meetings are held with all members in the project to gather information on what each team is struggling with and what questions they have for the client. This also gives everyone time to bounce ideas off each other which can help boost morale. Backlog Refinement is where you keep track of all tasks that are on hold due to client feedback, resource issues, or responses from Product Owner. Sprint Review helps ensure that there is no miscommunication between the teams and their tasks they have been given as well as their future goals. Finally, Sprint Retrospective is to ensure that there is nothing more that is needed from me that I have not already gathered from the scrum meeting. This makes sure that I will have answers to all questions before the next meeting.

The Product Owner is another important role in the Agile Method. The responsibilities of the Product Owner are to communicate with the Development team and the Testing team. The Product Owner is supposed to relay the Clients wishes onto the Team if any questions arise. They are also responsible for reaching out to the client in order to answer questions that the two teams may have. The Developer is responsible for putting the ideas of the client and the Product Owner and bringing them into reality. Any issues that the developer may have should be brought to the other three teams. This ensures that everyone is on the same page and that there is no miscommunication and unexpected realities to emerge. It is very important for the Developer to fully understand what is being asked of them to make sure that nothing has to get done more than once. The Tester is responsible for making sure that the Client's wishes are upheld. To do this they test the code that the developers build and cross reference the functionality with what the Product Owner is requiring. They are also responsible for ensuring the code is structurally sound and there are no bugs or visual issues with how the product looks.

The user stories were very important to help show how each role affects the rest of the teams and how important communication between the client and the different teams are. For example when working on the 5 destination project at the start the only information that was provided is that the client wanted the top 5 travel packages to give to their employees, with pictures and a brief description. Then after reaching back out we realized that they were also looking for each employee to put what they are looking for in a vacation like, location, Price, and type of vacation. Then after further conversion we were informed they wanted a slide show that showed pictures, the percentage of how likely each package allied with the employee and the ability to see if there are packages that are on discount that are usually outside the employees price range. This shows the importance of communication between teams and the clients as well as how important user stories are in order to gather the full picture of what the client is requesting.

Staying organized for projects is a very important task that can be very easily put to the side due to the amount of stress and tasks that need to be completed. There are a couple different ways that organization can be utilized. For instance keeping multiple boards or charts of all the sprints or tasks that need to be completed, have been completed, are being worked on, and are on hold will ensure that nothing is forgotten or overlooked. This is usually done during scrum meetings. Another way to stay organized would be to have a folder of all emails and documents that the client sends to us, this will help by not having to keep asking the client the same questions which could make the company look bad. Another folder could be used to keep track of all the issues or questions that have been asked by the team in order to make sure they were addressed. Another way to be organized is to make sure that during the daily scrum there is no off topic discussion.

In my opinion there is very little if not no occurrences that the waterfall method may be better than the Agile method. This is because of how flexible and versatile the Agile method is. If the waterfall method was used in the travel project then even if the customer wanted to change something the entire project would either have to completely restart or the project would have to be completed and then redone the way the client is requesting. This would cause a lot of wasted time and money spent on completing tasks in an incorrect manner. Because the Agile method was used we were able to go back and make re-designs and changes to tasks and sprints during the development stage. This limits the amount of wasted time on completing something that isn't what the customer is looking for. This also helps the program being developed to be as structurally sound and bug free as possible as the testing can be completed as many times as necessary during the development stage instead of at the end with the Waterfall method.