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CS250

Final Project

As the scrum master for our team it is important to show the knowledge and experience I have gathered from my time within the company and on this team moving from starting as a tester, moving up to developer and now as the scrum master. With the shared experience I have with these roles the perspective of moving towards an agile work environment is important to each position on the team within the company. What we need for each member of the team to deliver the best product we can for the SNHU travel team will be determined by how well each person performs their tasks, and how we can continue to improve and communicate our experiences on the job.

Tester’s will need to have constant contact with both the product owner and the scrum team in order to give a steady stream of feedback and ideas for improvement each step of the way as the product is being worked on. Tester’s are an important part of the team as they experience first hand the work and effort the team of developers has put in under the direction of the product owner and scrum master to see how well the product performs a each juncture.

Developers are perhaps the most important part of the team as they are builder’s who construct the software and products to be what the product owner has envisioned their product to be. Having an agile work environment is crucial for developer’s as it breaks down each part of the work accomplished for the past, present, and future and gives detailed goals on what we produced in the past such as similar projects or even what has been done in the past for the current project, what we have currently and the details of what to keep and what to change, and what still needs to added, changed or taken out of the current product based off the feedback from the tester’s, product owner, and scrum master.

The Product Owner is the most influential person to the team as they are the ones who have the final say on what the product is and what it should be, they are the ones who provide the most important feedback as we want the product to be everything the Product Owner wants to be. Working with an agile work environment will encourage more feedback and general contact with the Product Owner and the team so everyone knows what exactly the Owner expects from the product, they show general interest in what we are doing, motivating the team perform at their best so they can show the owner what everyone is made of, and keeps the owner in the loop as to what we have accomplished thus far and what still needs to be done. Keeping the Product Owner happy is important to the completion of the current product and any potential future products.

The Scrum Master, such as myself, must be able to organize and design each meeting to provide ample information to the team and product owner as to what we have done, what is left to do, what are the best practices to accomplishing our current goals, organizing each story in a way that everyone can contribute equally, and have constant contact between all members of the team and the product owner. An agile work environment will help encourage a better stream of communication between each member as no one will have to continue to be in the dark only leaving them to work on their current task by themselves and instead promote sharing workloads, ideas and feedback consistently. The Agenda, list of what went well, list of what didn’t go well, and questions are all in charge by the scrum master who decides what is the most important tasks on each list that will be addressed at each meeting and will be constantly reminded of where the team is currently at. As the scrum master, I will provide the Product Backlog, the Sprint Backlog, and the increment in a way that is easy to understand for the team, and gives each member an idea of what needs to be done, where we want to be, how long each increment should take, and show what is and isn’t working through each members stories so everyone has an idea how we are working up to this point.

As the current project has been going forward, we have had a minor setback that has made us change what the Product Owner wants out of their product. When we changed the destination’s that were available on the site, it made us alter what destinations to look for that fit the description the Product Owner asked of us. We were given the same set amount of time to get the product finished, but after carefully looking into what was needed to fit the description of the new travel locations requested, we were able to scout out new travel locations and provide what was asked for in a timely manner, and with what we believe to be the best options available.

Providing stories of how each member is progressing, what they feel is or isn’t working, or providing general feedback and ideas for the project is always a needed piece from each member. When the product owner asked for us to change what locations should be available on the travel site, stories provided us with plenty of information related to the most relevant destinations to what should be available on the travel site.

An agile working environment has its pros and cons, the pros include: Better communication and social ability among the team, a list of expectations provide in a way that everyone understands, and timely estimates of when we can expect each phase of the project to be completed. Some cons really only boil down to the risk of too many stories potentially clouding up the most important goals, trying to find the balance between communication and actual work, and some estimates may be over or under exaggerated with times as some times may be new to the types of projects they work on and won’t have a definitive estimation of when certain phases of the project should be done.

Once we incorporate the agile work methodology, our team should be able to transition easily and will find it easier to socialize with each member of the team. Communication is vital in any work environment; some people get the idea that working on software all day limits the exposure people have with other people. An argument could be made that software engineering could be one of the most socially important fields out there because of how integrated and connected each developer and programmer needs to be to understand and learn more about the field they work in. With programming, any slip in coding could ruin the entire program, humans aren’t robots, there will ne mistakes, but as long as we all keep an open mind, are willing to learn from past mistakes and find new ways to be able to code, there isn’t anything programmers can’t accomplish.