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There are a few different roles on a Scrum team using the agile approach. There is the Scrum Master, Development Team, and the Product owner. Each one of these roles plays a key part in the SNHU Travel projects success. The Scrum Master is most importantly still a peer and a member of the Scrum team. They are leaders or coaches for the team, they help the team stay on task, focus, and efficient. Most importantly though they make sure the team is following true agile values and principles that the team agreed to use. An example of this is the short animation video where the Scrum team is discussing what they did yesterday, what they will do today and what impedes them. One team member needed to see if the product owner was okay with the work her had done because it way a layout for the customer. However, the product owner wasn’t there. This lead to the team being distracted and ultimately wasting time, that is until the Scrum master redirected the conversation to something more on topic and told the team this was a side bar conversation because they as a team had already decided the product owner did not need to be there for every meeting. The Scrum Master coaches along the development team in knowing and understanding agile mythology and principles to maximize efficiency. Along with facilitating the daily stand up meetings the Scum Master is also responsible for facilitating the Sprint Panning Meetings.

A Sprint consists of five parts, Sprint Planning, Daily Stand up meetings, Sprint Review, Sprint Retrospective, and the work being done by the development team. Sprints are generally in an allotted time of one month or less. Sprints are goal-oriented set by the team and the Scrum Master, the point of the daily Scrum meetings is to make sure the team is on track for these sprints. When a sprint is completed a Sprint Review is held. During a Sprint review the team comes together and evaluates on what was accomplished, what needs to be done, what problems or issues they are facing, how some of those problems where resolved, what could be improved and what to do next. Agile is about improving and adapting as the projects continues, it is the Scrum Masters job to ensure this happens smoothly.

When there’s a Scrum Master there is also a Product Owner, they work alongside each other ensure the team is successful. When I was the Product Owner for the SNHU Travel assignment it was my responsibility to communicate the needs of the stakeholders and clients to the Scrum Team. As the product owner I met with some of SNHU Travels customers Nick, Brent and Maria to discuss what they would like to see within a new system. These are referred to as User Stories. We use this to keep track of what end users and our clients are hoping to get out of their new software. This is extremely important so that everyone is on the same page with what they want and what they expect the new system, to deliver. I later than had to inform the team, Scrum Master, Developer, and Tester, that the requirements for the software has changed. SNHU had picked up an industry trend they wanted to take advantage of. This trend was, people wanting to find destinations that where related to Wellness/Detox. So after the as the Product owner, I communicated that information with my team. The Scrum Master Took initiative at this point and wanted to get clarification on the expected timeline with this alteration in software request. As the product owner I reminded them that because this was agile we want to keep the same dates. Because of this I would deprioritize other stories in the Product Backlog so that we can focus on this product. While this was a major change to the software requirements as a team we were able to accomplish our goals and produce a great product on time. Part of the Product Owners responsibility is making sure the backlog is visible, transparent, and clear to everyone. This is to optimize the efficiency and effectiveness of the team as a whole. When information is presented in a clear manner, tasks can get completed as a whole more frequently.

The next role I was assigned to be the Test. The Testers responsibility is to take the user stories form the Product owner and make tests that decide whether the program meets the requirements of the user. Testing is done from the beginning of the project is agile and remains consistent from the start of the development in Agile. Testing throughout the process is extremely important, it provides immediate constant feedback to the development team, so pass or fail the team will know early on. Failing early is a good thing, we quickly realize what wont work and change it. This saves time in the long run and provides for a better end product. When the tester says something has failed, they then have to inform the developer, my next role.

The developer in this story took a major hit as I have previously mention when the Clients wanted the team to shift its requirements to focusing on Health and Detox destinations, instead of what had been discussed previously. This is one of the main reasons why Agile works and exists in the first place. Sometimes business needs adjust rapidly. When these changes happened I was able to go and look at the updated user requirements. Because my code was not complete anyway this was not really a huge problem. I just had to narrow down the new requirement and that was easy enough. Because of the tools and processes that was laid out by Scrum-Agile approach, this speed bump was really nothing to worry about. The principles and tools we used like having daily meetings, open communication and being able to adapt quickly is what really set my team up for success. Building a strong team, that trusted each other, made all the difference in the end product.

The effectiveness of the Scrum-agile approach for the SHNU Travel Project was the best approach for the success of the team, and the outcome of the software for the Clients. The pros where having set, clear goals that everyone on the team knew about. Allowing this transparency showed that every team member was important and was busy. Along with this level of trust and openness, communication was great. The whole team knew what they were responsible for and the progress of the project. It especially came in handy when the Client realized they wanted to switch the requirements. While this may seem like a major roadblock, it really took no time at all. The only cons of the Scrum-agile approach would be that there probably was not enough documentation in regard to how to implement the new software but that would come later. Agile is extremely adaptive and can be used for many roles in many industries in the world. From its common methods and frame work like Scrum, Lean, Kanban, Extreme Programming, Rapid Application Development, Test-Driven Deployment, Scrumban, Crystal Methodologies. Agile can really fit in any industry.