**Project 7-2 Final**

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**7-1 Final Project**

When a Scrum project gets formed, there are three main roles. You have a Product Owner who maximizes the value of the product. You have a Scrum Master who is a support and group organizer for the team. You also have people who work on the team who are the developers or in some cases, testers. These roles contribute to the completion of the project and are all essential from the beginning to the end.

The Product Owner oversees the backlog. They are also in charge of making sure the development team is given all the necessary information they need for the project by being in contact with the shareholder. An example of this is during the SNHU travel assignment, when the scope of the project changed to instead focus on wellness destinations. The Product Owner needs to be notified of the change in scope as they are the main contact person for the shareholders. They need to make sure they understand the request being made and update the backlog to reflect the new changes and to re-prioritize what needs to be worked on.

The Scrum Master role for managing the product backlog and to help the development team with issues that may come up. They are the first line of defense for the team to address issues with communication for all members of the team. They also understand product planning, practices agility and facilitate scrum events. An example I see of this is when I was on a development team my Scrum Master helped determine a priority of high, medium and low. All low priorities were pushed towards the end of the project and all dependencies were done in a batch before all the other high priorities.

The developers/testers are the ones who process the tickets. There is no title change among people on the development team, and they are cross-functional. They are self-organizing and decide what tasks they will work on. When I was on a Scrum team this was my role. I was a subject matter expert and was on the team for about 6 months. In practice I saw that we placed things in batches and my goal was to get through the first batch of tasks in any order that I saw. Naturally I chose tickets that I felt more suited for which focused on System Integrity and System Concepts as well as broad procedures in my home department.

A great benefit to user stories in a Scrum-Agile approach is that they are expected to change. A Scrum-agile approach is designed to allow the product backlog to change priorities or change all together. A great benefit is that if the developers are aware that the shareholders might want to change the project in the future, they can plan on this and modify things to make a transition smoother for the project. There is a level of uncertainty with many projects and taking a Scrum-Agile approach allows for the team and project to be adaptive, employ incremental developments, check the project through inspections and allows for transparency.

Scrum-Agile approach handles changes and adapts very well. I can remember a time when my Scrum project was working on writing SOPs for procedure updates since they were last updated about 20 years ago, and things have changed with how to process. Someone in our group had a thought around the beginning of the project that we are giving procedures for how to process something, but not how to do it in the system. When we explain a procedure it’s a little bit hard to explain what to do in the system and having to re-explain it each time we need to use the program again. So, our project adapted, and we decided which programs needed some SOPs written and which ones didn’t. This ended up pushing our project timeline out because there were over 700 programs that needed tickets. We decided to prioritize and only ended up having to write about 100 of them by the end of the project. The rest of the program tickets would get worked on later. The nice thing was because we used a Scrum-Agile approach, we were able to add them to the backlog and even pick which ones we needed to work on.

When I communicate with my team, I don’t focus on the negative and I try and give constructive feedback. An example of this is during our group conversation about our roles. When I responded to Chris Bosel’s discussion as a developer, I complimented him for agreeing with one of his ideas. I also mentioned that another one of his preferences on communication should be discussed with the Scrum Master and I even offered some suggestions how communication could be managed for the team. This was effective in coming to a resolution and Chris even responded by agreeing with the suggestions. Something to always remember is that we are on the same team. Everyone is trying to accomplish a task to get us to the common goal. No one is an obstacle when communicating. Some of the obstacles that may come up are from outside of the project in which case the Scrum Master should be trying to resolve if the developers are struggling. Another thing to consider is that no one holds a higher rank as a developer. So, talk to your peers as your equals and with respect. If there are disagreements, they should be discussed and addressed with the help of the Scrum Master.

The tools that the team plans on using for the project are Microsoft Teams, Emails and Jira for tracking the progress of the project. The tools are intended to help with the flow of communication and less about managing the project. The project will move at the speed that is necessary to produce a quality product. The focus of the organization tools will focus more on the flow of the deliverable. This is why I think Jira is a great tool to track the progress of it for outside members or the product owner to see and even the Scrum Master so they can get an idea of the pace of the team or individual developers. The weekly teams’ meetings will also help keep awareness of tasks being worked on because there might be other developers that have ideas or special knowledge about how to do something.

Some pros of Scrum-Agile is that it can be adaptable to most projects. It is also very flexible and can be used for projects that might change over time or need to move in a different direction. This adaptability helped on the SNHU Travel project when things needed to shift because the shareholders wanted to focus their travel destinations on wellness locations. A con for this project was that we put a timeline of 5 weeks on this project. Having a timeline is ok for Scrum-Agile, but it doesn’t put a lot of emphasis on finishing the project on time, it puts more emphasis on making the process of the project flow.

I think the Scrum-Agile approach was the best choice for the SNHU Travel Project because the alternative was to use a Waterfall approach. This approach would have completely de-re-railed if we did that when the backlog needed to be updated. I think this also might be another good reason to use Scrum-Agile because you never know when a project will need to change and adapt.