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CS 250

SNHU

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CS 250 Final Project

The Scrum master is responsible for coaching the Scrum Team and the organization of the Scrum process, making work visible, facilitating Scrum events, removing impediments, and maintaining focus on continuous improvement. The Scrum Master maintains the overall project plan and tracks progress and is accountable for improving team performance. The Scrum Master’s focus is on speed and on shortening the feedback loop while helping the team maintain sustainable paces (SNHU Module 2). The Scrum Master should always be available to their team and should possess principles such as great communication skills, team player, time management, and good organization skills. The Product Owner is responsible for maximizing the value of the product and the work of the Development Team. This person also acts as a mini-CEO for the product. The Product owner is also responsible for representing the client/customers, product management, managing Product backlog, marketing strategy, and answering team members questions about product goal or clarity issue. The product owner also makes sure the Scrum team stays within the client/customer’s budget. The role of Agile Tester is important throughout the entire process because they are responsible for not only testing the product to find bugs but also improving the process to prevent defects before it occurs. Tester is also responsible for providing feedback on test status, test progress, product quality, and the process on quality. Testing ensures that the final product is delivered to meet customer requirements to a high standard. The role of a developer is very important since they oversee creating a high-quality product. They also decide which tools and techniques to use, which team members will work on which tasks. As a developer, if there are requests that I would need to make of the Product Owner are more details or information on the design of the product.

Software development lifecycle (SDLC) is a process or framework that describes the activities performed at each stage of the software development process and provides a roadmap for the project. A good example of this lifecycle would be the waterfall model and the phases are Planning, Design, Development, Testing, Implementation, and Maintenance. I think Scrum-agile approach to the SDLC helped each of the user stories come to completion by giving a guide every step of the way. A scrum-agile approach was important during the project completion when the project was interrupted or changed direction because it allowed the team to prioritize the adjustment the client was seeking without delaying the overall goal. Communication was essential when working on the project because it allows understanding other perspectives, sharing ideas, connecting with people, and helps with productivity. How I effectively communicated with my team is through scrum meetings, in which team members were encouraged to share ideas, progress, challenges, and anything else they may have wanted to discuss.

The organizational tools and Scrum-agile principles that helped my team be successful through Scrum-events such as Sprint Planning, Sprint Review, Sprint Retrospective, and Daily Scrum. The organizational tools that helped were commitment of different roles from the members of the team, guidelines and rubrics provided by instructor, resources linked to modules, and feedback from everyone involved with this project. The pros that the Scrum-agile approach presented during the project were adaptability to any changes in the requirements, improved communication, flexibility, and promoted collaboration between everyone involved. The cons that also followed were scaling, having adequate experience to complete job, not effective with larger teams. The scrum-agile approach was the best approach for the SNHU Travel development project because it provides team collaboration, flexibility, adaptability, and continuous improvement which are all important for providing a successful product to the client.

Citation:

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