**Agile Individual Report**

# Information and Evaluation on Agile Roles

The role I was designated for this project was being part of the development team in the scrum agile approach. As a developer you commit to iterating sprint goals with the product owner, then within the next sprint the team of developers implements all the sprint goals planned to be completed by the end of the sprint. These sprint goals are determined by the whole team (Product owner, scrum master and developers) before a sprint begins, they collaborate to select items from the product backlog which will create the sprint backlog, these stages for the developers are key because they have to create an accurate scope based on their abilities to ensure goals will be met and aren’t too ambitious. The developers work together in these sprints as a self-organised team and have to attend a stand up meeting each day with the rest of the team. In these stand up meetings everyone answers three questions which consist of, what did you do yesterday? What will you do today? And is there anything in your way? These meetings are meant to be short and sweet in order to help workers meet their goals. Developers don’t necessarily cost the project a lot for the resources they use but more so for their wages, it is more the quality of work that the developers implement that will cost the project money. So from my last point you can see that quality of iterations is very important to the project meaning that the development employees need to be efficient, reliable and produce high quality results.

The product owner is a person in the project that holds a shared vision between the team and stakeholders. They are responsible for long term scheduling of the projects development and also continuously prioritizes and refines the product backlog. The product owner also takes a big role within the scrum because they participate in all scrum meetings, is a member of the scrum team so they can take on tasks. In regards to costs for the product owner they receive investments from the stakeholders and can distribute this money across the project. It is critical that they distribute this money correctly to the teams that need the extra resources or if the project needs more employees, if not it could affect the quality of the final product. Also the role of product owner allows them to create a good scope for the project as a whole because they will manage the product backlog, costs and contribute to the design process as well.

The scrum master is a role designated to someone who is able to make the development process a lot easier for the team they are taking care of. This role is not a managerial role, it is solely to protect the team from any negatives in their environment. The activities this role can carry out are facilitating scrum practices, meetings and artefacts. They help resolve impediments, capture key data, shield the team from distractions, support the product owner and coach the team on agile and scrum practices. The scrum master in terms of cost saves the project money because they ensure other employees are on task and are carrying out the correct procedures to get their tasks done, this allows less chance for errors and increases efficiency. The quality of development will also increase as the scrum master can provide a second opinion on the tasks at hand and enforce practices to meet the projects vision. This role is being the middle man of the project passing messages and ensuring the scope of the project is achieved through agile practices.

# Reflection on being a Developer

As a developer in this project I felt as if the team worked really well together as a whole. As we only had three people in our team we had to adapt the agile approach to suit our needs. For example sprints lasted for a week with meetings every Wednesday which we’d use to reflect on our iterations and update both backlogs through trello software. From my experience in this role I found that having sprint goals made the project less overwhelming because having it broken down into chunks meant I only needed to be concerned about the tasks at hand. I also find that for me personally it’s easier being self-organised because I can iterate in my own way to be efficient.

As a developer I found the structure and practices of agile helped me maintain quality in iterations. This is because if I came across any impediments along the way, I always had a helping hand from the team. Other team members would help me overcome these impediments if I was unable to do so on my own; for example when I and Lloyd were working on the same tasks we would bounce back and forth ideas and knowledge which improved the quality of the task, on the other hand we also had Ryan as the scrum master for any extra guidance needed. Quality was also ensured throughout the project via the scrum master removing any distractions in the environment, this allowed me extra time to look over tasks and make any changes necessary to improve them.

# Reflection on the Scrum Master

In our agile project Ryan was assigned as the scrum master, he had a very good understanding of the agile and scrum practices which meant we had a solid structure and scope in the project. He also had the capabilities to help developers resolve impediments and from this find ways to improve the practices. Ryan also scheduled appropriate meetings which allowed him to capture empirical data for the project and also resolve any issues from the development team. A final key point to make is that whenever we were conducting sprints Ryan would ensure we were free of any distractions in the environment.