CS 250

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There are a few roles that make part of the scrum team, and each role has its own

important function within the team. An agile team is made up of a product owner, a tester,

developer, and a scrum master. The product owner bridges the gap between product strategy and

development. They are usually responsible for the product backlog, organizing sprints, and are

expected to answer questions from developers as needed. The testers are not only responsible for

finding and reporting defects, but they are also advocates for quality throughout the product

development lifecycle. Testers work directly with the product owner to define and refine the user

stories, acceptance criteria, and definition of done. The Scrum Developer is the professional

responsible for creating the project deliverables, working alongside with the rest of the Scrum

team. The Scrum Master is the team role responsible for ensuring the team follows the processes

and practices that the team agreed they would use. The responsibilities of this role include:

Clearing obstacles. Establishing an environment where the team can be effective. Within the

SNHU Travel Project each role had their assigned task, and each member had their own

responsibility to ensure that the product was made correctly, and within the requirements of the

client. The Scrum team is self-organizing, meaning it has the autonomy to determine how best to

accomplish the work they commit in each time frame known as a "sprint." Sprints are time-

boxed iterations, typically lasting two to four weeks, during which the team works on a specific

set of backlog items.

Throughout the class, I had the opportunity to dive into each role, and learn firsthand

what each of these components does within the team, and how they work together to complete

the project they have at hand. Within the product owner role, I got the chance to help in creating

user stories that would later help towards the product. After, I took on the developer role, in

which I created a slideshow, showing the top five destinations along with descriptions of each

place. Subsequently, I took the role of the tester in which I had to revise if the work was a pass or

fail to be able to move on to the next steps. Overall, a great learning curve and a direct way of

experiencing what these teams have to work on to accomplish their goals.

One thing I can say helps the team tremendously are the daily scrum meetings. Each team

member has the chance to communicate their progress, and also, to communicate if they have

been struggling with anything regarding the workload. Because we use an agile method, we have

the opportunity to correct any hiccups and make improvements as we go on. This works well if

the customer has the desire to make any changes or is not satisfied with what they have seen so

far within the product. Scrum meetings contribute to the overall effectiveness of the team by

promoting collaboration, visibility, and adaptability. They help the team stay aligned with the

product's goals and make informed decisions based on real-time information. Additionally, they

provide opportunities for the team to adapt and improve their processes, ultimately leading to

more successful and productive sprints.

The best way to keep everyone engaged is asking each member how they are feeling, and how is

their part of the assigned work going. Ask to see if they could use any help, just to track progress

and make sure everyone stays on track.

One thing I can say helped me and the rest of the team I was assigned was keeping the final goal

in mind. It helped me and the rest of the team stay on track, focusing on bettering the final

product to ensure that the customer was satisfied with what he had been doing to his point. The

work we did for the SNHU Travel Project helped me understand how fundamental each

teammate is, and how vital it is everyone stays on track. Remembering the end goal is client

satisfaction, and how it takes everyone’s effort to complete this project at hand. Some tools at

hand were direct communication with each team member, and the sprint planning that helps the

entire team stay up to date. Having a good structure within the sprint meetings helps with the

progression of the workload, and having your team ready to go, and on the same page will help

the product immensely. Like mentioned before, the agile method was helpful with this Travel

Project because we were able to make corrections in given time that helped improve the project

and correct anything that the customer may have wanted to change.