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CS-250 Final Project

10/15/2023

While agile has many roles, all roles are equally important and all of them help massively with the SNHU travel project, the roles involved in this project were Product Owner, Tester, Developers, and the Scrum Master. The product owner helps with keeping us informed on what the customer wants and says what helps us keep the project on the right track. The tester takes requests from the clients and makes test cases. These test cases state what feature or change it is, how big of a job it will be, how important it is, and how said feature should work. These test cases are shown to the team, mainly the developer, so they can implement the test case into the project. The developer oversees creating the project. They code the project making sure to add all requested features. They may have to revise or create new features later that the client may want. The Scrum master makes sure that the team follows the scrum framework. They work to keep the workflow of the team as smooth as possible, implementing scrum values and practices when necessary. Since I have gotten to experience each role, I have learned that all roles are important. Without each role doing their job, the agile workplace wouldn’t function properly. Each role relies on each other which means that teamwork is a necessity. If developers didn’t communicate with Testers, they would know what feedback to implement. If the Product Owner Didn’t communicate with the team, they may not know what the client want or needs.

The agile process allowed the Product Owner to properly communicate with the client, which helped massively with the user stories. The communication agile provides allowed us to get information from the client when we needed, then pass it on to everyone in the team. Another great thing about agile is the flexibility, so if there is a revision or issue in the user stories its easy to change and doesn’t cause issues.

With agile, change is welcomed. If an issue arises and things need to be changed within the project, you can do it easily with agile. Agile is very flexible and has no hard-set framework or guidelines that need to be followed, which is what allows for changes to happen without causing an issue. When working on the SNHU Travel Project, I was told that the design was changed to a slideshow design. I was able to update the User stories to the changes easily. I also had to change the code of the slideshow, which caused no issues as we were using agile.

Communication is very important in agile. The best way to communicate is by attending all the Scrum meetings and activities. Meetings allow all the team members to sit down and talk to each other. It allows them to go over how things are, any issues they may have, and to help with brainstorming. Meetings are a great place to share current plans and progress, and to start creative discussion. The different scrum activities help to reinforce agile and scrum into the team making sure that they have no issues with things such as the workflow, which is important to efficiency.

There are many tools that help the agile workplace. Using tools that provide remote communication such as email and video call applications allows for communication even when not working at the office. Another tool that is very important is sprint planning. Sprint planning allows for planning which allows for team members to understand what goal they may need to reach. It also helps team members know what each of them are doing. Other tools that help manage the backlog and help with the transition to agile are very important too.

After transitioning to agile, things improved and became way more effective. There are many pros to agile. Flexibility is a major con of agile, being able to make changes to the project whenever we needed to be very important as we were receiving client feedback constantly. Communication is another con of agile. Agile runs on communication and has many tools and systems that help keep the team communicating. Another con was the workflow and ease of working with agile. Everything was simple and easy to do, there were no issues once we got settled in, and if there were, we could communicate and fix the problem. While there aren’t many cons to agile, one I can think of is just having to transition into agile. While this was easy and caused little issues, it could for others. Overall, I feel that agile was most defiantly the right choice for this project. Agile allowed us to communicate better, make changes and fix issues, and helped our efficiency / workflow.