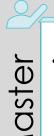


### The Scrum Team



- Discusses the needs for the project with the customer
- •Creates user stories based on the Customers needs
- Maintains open lines of communication with the Scrum Team and the customer to ensure needs are met



- Acts as the trainer and a leader to the development team, holding stand-up meetings and creating Scrum Retrospectives
- Backlog Refinement, figuring out what the high importance tasks to complete are
- Keeps open lines of communication with the Stakeholders and Scrum team to meet any needs for bottlenecks



# **Testers**

- Create comprehensive tests that have specific pass/fail requirements to be met
  Maintains
- Maintains communication with the Product Owner and Scrum master for clarity on the needs of given functionality on the project as a whole
- Maintains communication with the development team regarding the tests



#### Responsible for creating and maintaining the code that goes into the projects created Uses the tests created

- Uses the tests created by the Testers to develop the code using Agile tools such as Test-Driven Development
- Communicating with the development team and joining meetings to discuss progress and the current direction of the project as a whole

# Product Owner

# Software Development Life Cycle

Each step in an agile framework has its purpose and importance

#### Backlog Creation

- Communication and meetings with the client
- Meetings with the Scrum Master and the Product owner to discuss the needs to be met and expectations
- Backlog refinement by the Scrum Master to determine the highest priority user stories

#### Sprint Planning

- Meetings with the Scrum team and the Scrum Master to determine the best course of action
- Discussion of what the goals of the upcoming sprint are and expectations for everyone
- Discussion on the needs of the team and what bottle necks may be problems

#### Sprint

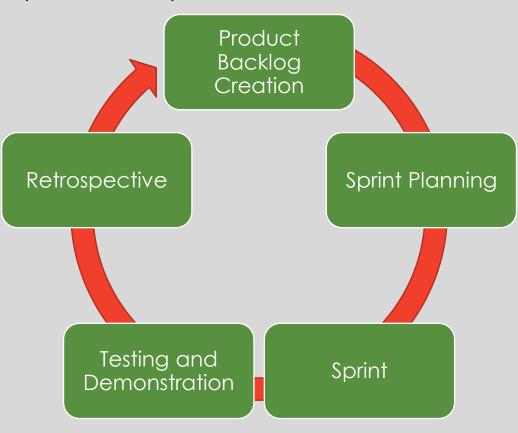
- This is the actual development period of the product, typically 2 4 weeks
- Dedicated development with meetings to discuss achievements and further goals/problems that may have become known

# Testing and Demonstration

- Testers work with developers to thoroughly test the code written and ensure that code achieves all pass/fail requirements
- •The state of the project is presented to the clients for further analysis and so more decisions can be made on the direction of the work

#### Retrospective

- •The process of looking back over the past cycle and viewing what worked vs what did not work
- Grasping a better understanding of potential bottlenecks and observing what seems to be halting the progress for the project



# Waterfall Methodology

The Waterfall methodology of project management is much more linear, this is based with an understanding of the requirements before the work of the project really begins and is much more set in the way it is implemented. This differs from the Agile/ Scrum methodology as with Scrum there is nothing that is set in stone and the requirements for the project as a whole can be manipulated, as necessary.



# Agile vs Waterfall

- Each frameworks have their place in the project management world, agile is much more flexible and capable of dealing with a changing landscape while waterfall is more rigid and able to produce results in a more structured manner
- Agile should be used for projects where the end goal can be extremely complicated or unknown and the goals of the project are constantly changing or adapting to new information. An example might include creating a new website for a customer base that is completely new and without any data around what would be preferred
- Waterfall should be used where the details and requirements for the project can be easily understood and there isn't a high likelihood of the project changing dramatically. Resources should be easy to determine what is needed and the end goal should be very clear. An example of this could be creating a bridge, the materials for this can be calculated and the end goal is pretty clear in this scenario

## References

- All the information in this slide show was my interpretation from the information gathered from the following book
- CHARLES G. COBB. The Project Manager's Guide to Mastering Agile: Principles and Practices for an Adaptive Approach. Hoboken: Wiley, 2015. ISBN 9781118991046. Disponível em: https://searchebscohost-com.ezproxy.snhu.edu/login.aspx?direct=true&db=nlebk&AN=937009&site=ehost-live. Acesso em: 10 dez. 2021.