



SCRUM-AGILE METHODOLOGY

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The Scrum Team



Product Owner

- 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



Scrum Master

- 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 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

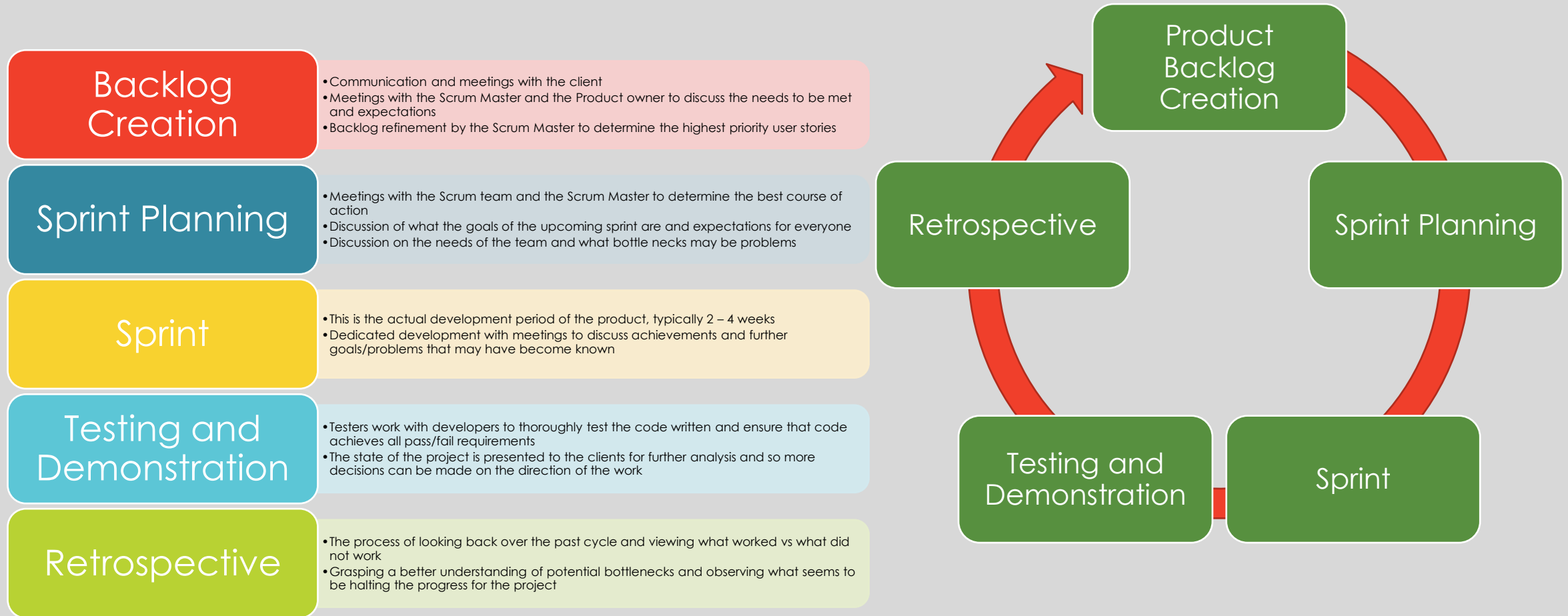


Developers

- Responsible for creating and maintaining the code that goes into the projects 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

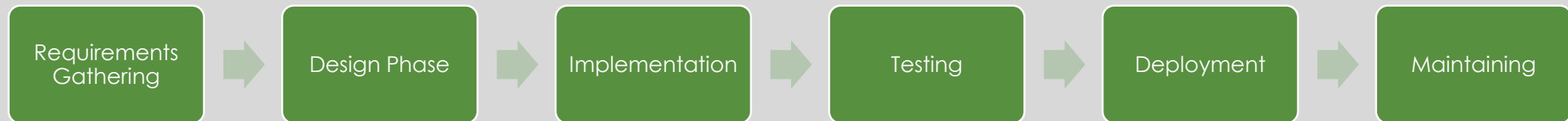
Software Development Life Cycle

Each step in an agile framework has its purpose and importance



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://search-ebscohost-com.ezproxy.snhu.edu/login.aspx?direct=true&db=nlebk&AN=937009&site=ehost-live>. Acesso em: 10 dez. 2021.