Stephen Shifflett

2/14/2023

Scrum teams and the Agile Method and how they play into one another has proven time and time again to be an effective way in basic terms, getting things done. And throughout our course we looked into the ways that this works, by working with other students and applying our knowledge in projects that we had to think in the mindsets of the various roles in the scrum team methods. However with Agile and namely in our last discussion where I had taken the role of a tester, which in the usual case would just involve making sure the project goes as smoothly as possible after the developer has done there business while discussing with the rest of the team in what can be done and what can be improved. Though Agile party members can also take up different roles and methods, in the paper that we were advised to read as a Tester I was not just a bug tester and a communicator, instead I was given the opportunity to assist in direct development outside just waiting for the programs to run and test. This to me is when Agile began to click and make sense for me as it showed that Agile allows people to use their skills or even possibly pick up new skills during the development life span.

With Scrum and playing its part in the Software Development Life Cycle, those working on the user stories can start with painting a picture and giving the direct idea of what they want with a user story and allowing things to be direct but still flexible in the end for other members of the team. Instead of bogging down a story with needless information or features that would waste time on a long running project, the Agile approach to development allows a user story to work without needing to be constantly bogged down with new features, or new updates that will

slow the process. The best example I can think of this was during our slide show project and how our user stories that we were presented with were labeled and written. Reading these I was able to get the right idea of what needed to be done, what was needed to get it done and what it was meant to do. I didn't have to needlessly email or search around for hours on end on how to do the process, I was able to open the project and get it started and done all within the same day. Now if we where to look into the actual work field and not our class we could see how this would be significantly more beneficial, especially in projects where time is not a luxury that could be afforded or that a project could be finished sooner rather than later to allow additional time for bug fixes, quality of life features for the end user, or other parts of a project that could be refined and worked on once the core is finished.

As you have seen in my past discussions and with other students on the concepts of "Communication is Key." Which as I've talked about in the past is one of the most essential parts of any group related activity, project, or weekly class discussion board. In the case of Communicating with other team members, students or anyone in general, it is essential to allow the other party to communicate, to be a listener and not just a speaker. For example during our discussion boards it's best to read the parts that obviously the writer wanted to show there strengths in, this could for example be a tester talking about how they were able to uncover a bug and patch it up and asking about it, learning about it and seeing a new development and new advancement in a project whether that be personal or professional in a new set of eyes different from your own. In projects people of all different kinds of roles in an Agile Team will see things from a different lens, and in this case with communication it is best to see those differences from different pairs of eyes to further communicate what needs to be done on a project and in the

development life cycle for future success.

However with Scrum and planning out projects and working in a scrum team comes the tools and ability to do so. Namely for the use of scrum stories and events that we had to work with. These could be done in a variety of ways from just simple communicational software down to using options like Excel for laying out plans for the day or for setting up stories and events. All in all when it comes to the use of tools in a Scrum-Agile team or using the method as long as communication can be kept up and people are able to use it freely without needless impending of others on the team, then almost anything that can communicate with others can be considered a tool in the Software Development life cycle.

With the Scrum Agile process and learning it in the short span of a few weeks I would say that me personally I have learned alot from it and see how it can be applied to our real world application development, but I also see that with the Scrum Agile method that getting work done in a group setting proved to be significantly easier then what normally would be. In the case of User Stories, the slight adjustment to projects, and the better communication that is normally non-existent in group projects, I felt I was able to get my work done in a timely manner with little to no confusion. However I felt that due to our projects not really encompassing a lot of proper group work that would properly simulate working and using these methods to the full best of their ability. However in the end I feel as though we have learned alot and that despite my slight grievances, that the scrum-agile method proved successful in what we did in this class over the course of the last few weeks and gave better insight into working in the Software Engineering field is more than just typing code.