7 - 1 Final Project

Seth S. Porter

Southern New Hampshire University

Software Development Lifecycle 24EW4

Deron Dantzler

4/19/2024

Scrum teams consist of many roles, and each of these roles are vital when it comes to a well-functioning team. These roles are product owner, tester, developer, and scrum master. To start from the top, the product owner is responsible for keeping in contact with the customer and communicating between the scrum master and the customer. They oversee translating the customer’s needs to the head of the team. The scrum master is the head of the team. They oversee keeping the team’s backlog in order and assigning tasks to each of the team members based on the skills of the team. The tester is the person in charge of finding ways from a client’s perspective on how to make the product better. They work closely with the developer and give feedback when necessary. The developer oversees making the product the client wants. Each role in the scrum team methodology plays a vital role in completing projects. During the course, I was able to step into the shoes of each of the roles and I can personally say each of the roles does come with many skills required to operate in them.

When completing user stories for the class, the agile approach with scrum played a role in completing said stories. With the product owner being in communication with the customer, they can get the information needed to complete the product and be able to pass on the information to the rest of the team. The agile technique also helps if there are any changes needed to the product, or in this case, the user stories. This is great if the customer wants to add anything or if they want to change anything as their needs can change during development. This is what the agile approach to scrum is all about. It allows flexibility, which can help deal with delays and new requirements per customer request. Even when developing the user stories, it was shown the each user wanted to add their own spin on the website, being able to utilize agile technique and refactor the project is important.

The best way to communicate within the team is to host daily scrum meetings. These meetings allow everyone to share their own thoughts on the project as a whole and give feedback where it is necessary. This also allows team members to fill in where need, because in the real world, not everyone is going to be an expert on everything. Some will be better at other tasks, so this is where this can be highlighted, and people can be swapped around to maximize the team’s effectiveness. This allows for effective planning to be done as well. A good tool to keep in mind is sprint planning. Spring planning is good for the team in scrum because it keeps all eyes on the main goal, not letting direction fade away, even when being interrupted. This can speed up development and potentially clear up any delays.

Overall, the scrum-agile approach is an effective way to complete a task given to the team if everyone plays their role to the best of their ability. When completing the SNHU Travel Project, and agile approach to scrum is the correct path to take because it allows for adaptability and flexibility for the product, which as we seen throughout the course, it was needed because each client had their own ideas on how to evolve the website. Without the added benefits of scrum, the website would take longer to develop and maintain due to lack of a solid foundation for the team and the adaptability highlighted above. Even when creating a sample in slideshow in the java assignment, the agile approach was needed to complete the assignment due to having refactor another person’s code.