Final Project

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There are a few different roles that all play a part in a product being developed. These roles include product/business owner, scum master, testers, and developers. It is the product/business owner’s job to communicate with costumers and get to know what their needs are. This role is very important because there needs to be clear communication about what the costumer is expecting. The product/business owner then relays this information to the developers and also any other relevant information that may come later on. It is the job of the product/business owner to always be in communication with both the development/scum team and also the costumer to make sure that the needs of the costumer are being relayed to the development team. The scum master’s job is to facilitate scum meetings and make sure that everyone is working on something. The scum master will lead discussions in the scrum meeting and make sure that all of the developers have communicated what they are working on, what their issues are, and what they are finished with. The scum master is also responsible for making sure that discussion stays on task during the scrum meetings. This could be anything from tabling a discussion until after the meeting or keeping a timer to make sure that a discussion does not go over a pre-determined amount of length decided by the team. The developer’s job is to develop the product, put simply. Their job is to communicate between each other and with their product/business owner. Depending on the set up, the product/business owner may communicate directly with the entire development team or just with the scrum master. It is the job of the development team to take in the information from the business/product owner and turn that into a working product. The Tester’s job is to test the product that the development team has been working on and make sure that they communicate with the development team on any bugs or errors that they might find. It is important for the tester to always be in communication with the development team, and it is also important that they write detailed notes about what is going wrong so the developers can know exactly what to fix.

The Scrum-agile approach to the SDLC has helped user stories come to completion by giving the opportunity for teams to change their plans based on what is needed by the end user. For example, during our work on SNHU Travel, it was communicated that the website will be a slide show instead of what was originally planned. This means that the development team had to transition to a plan that included that slide show instead of the original plan. The slide show was what the end user wanted/needed. This means that the development team could work towards a new goal and give the costumer what they wanted instead of having to scrap the project and start from scratch. It also allowed for the development team to include what the costumers wanted in terms of vacation packages. During development, the costumers communicated that they would like to have health and wellness travel packages. The team was able to provide this to the costumer.

The Scrum-agile approach supported the project when it changed direction. As stated earlier, the project went from being a web page into a slide show. Without the scrum-agile approach, the project would have had to been scraped and brought back to the drawing board. It would then have to be planned out to completion and then done over again in order to switch to a slide show format instead of a web page. This would be a huge waste of time. The agile approach allows the development team to switch, because changes were already part of the plan to begin with, instead of having to start from the beginning.

The way that I communicated with my team was through email. The best way to do this is to be polite and respectful and make sure that you ask questions that you need the answers for. It is always better to be straight to the point and ask for what you need for in order to secure effective communication.

The tools that the development team took advantage of were things like communication with the costumers and being open to change. This led the development team to an end product that the costumer could be happy with. The development team agreed at the beginning to be ready for change and to plan accordingly. This allowed for the change to happen when it was communicated that it was needed.

The agile approach has a lot of pros, such as communication, not having to start over, ability to switch plans and change with the development process, and many more. The cons of an agile approach would be that you may end up with something completely different from what was initially envisioned. I think that the Scrum-agile approach was the best approach for the SNHU travel development project because it allowed change. Even though what the end product was not what was initially envisioned for the product, the development team was still able to deliver a working product that the end user could enjoy and the costumer was happy with.