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When identifying the specific roles that are assigned to the scrum team, we determine that every role has a direct purpose and goal in mind. With all the scrum team roles put together and effectively operating, a project comes to fruition. For the SNHU Travel project each role played a very specific part in the development, and we will go from one to another describing its impact and the role it had fulfilled. The product owner had provided the development team with guidance for the result of the project as well as customer/ shareholder opinions and developmental ideas. An example of this would be during the meeting between shareholders and the product owner there were a lot of ideas being rattled off, however the product owner organized the information into precise objectives and eliminated redundancy. This process delegates tasks to the development team and assigns them with specific objectives for the project.

Our next role is the scrum master, acting as a leader for the daily scrum and organizing the team’s meting time. The scrum master makes sure that every member of the team understands the practices and rules of the daily scrum. The scrum master enacts the daily scrum to keep the team on track with objectives and coordinates tasks assigned to the team. They act as a middleman between the product owner and the team. A huge part of their role is to develop the team members and to make sure all needs for the development team are fulfilled so if they require any resources or items to continue working, it’s the scrum master’s responsibility to order the materials. When operating with the organization, the scrum master is a spokesperson to show the necessity and the role of a scrum. An example of this would be the presentation where the scrum team is displayed in the slide show, we outline the good and bad interactions that had taken place during the meeting and create a list of things we can do objectively better.

The final roles in the agile development cycle are the developers. The developers take the information from the product owner and the user stories to bring to life the end desired result from the product owner. They work hand in hand to achieve the goals outlined by the user stories and work on them in a determined order of importance. The developers create the meat and bones of a project. When working as a developer, changes from the product owner to create a slideshow type of website in oppose to the previous scrollable webpage created more work for the development team. The change had brought about an impact on the project’s layout because the development team would have to change its objectives to tailor to the product owners’ changes. Although it implements new issues into the project, the development team is equipped to make those changes because of the agile development cycle.

The scrum-agile approach had helped the user stories come to completion when referring to the SDLC (Software Development Life Cycle) because it allowed the team to have a very loose set of guidelines for planning, building, and deploying the project. With the agile approach we were able to implement changes that the product owner had compiled from the shareholders and customers. Without the ability to make those changes like in the waterfall approach we would’ve increased the risk of the resulting project not appeasing the consumer and ending up with a failed project. Because we could change our left and right parameters on what our objectives are with agile development, we are able to make those kinds of changes during the developmental phase. An example of this as well would be the change to the user stories during the shift from a scaling webpage to the new slideshow format. All the changes that came with that also re-arranged the importance of the tasks and the user stories had to be re-assessed as well.

When working with this project, the scrum-agile approach had felt like the best choice because it allowed us to make changes when we had been interrupted. With the waterfall approach we would’ve had to follow extremely rigid guidelines and changes would not have been welcomed as easily. The change in direction did not seem so severe because we had been planning for change in the first steps of development anyways. Understanding that the possibly for change is always there, it made room for changes to things later in development and implementation of those changes easier.

A few samples of communication that had improved the overall operation of the team were the multiple emails while participating as the scrum master to the product owner. By asking for concise information and being more transparent with the needs of the team, I had the ability to show the importance in open communication and received the answers that I had desired from the product owner. Another aspect of communication is relaying the guidance from the product owner back down to the development team and to value their time and work. Inciting proper communication between all factors helps promote productivity and a healthy working relationship for the team and product owner. A principle that helped our team be successful is valuing open communication and by doing that, we were able to work smoothly. When working on a project with as many people as we had and changes being so frequent, keeping everyone on the same page is a huge priority.

The scrum-agile approach for the SNHU Travel project had felt like the perfect fit because without the ability to make changes we would’ve missed our target audience. A great aspect about this approach is the ability to make changes where we see fit. However, it can act as a double-sided sword and ruin the morale of workers when they see the project rapidly swing from one idea to the next. Accountability of personnel is another downside when operating in agile because without everyone attending the scrum meeting, we lose cohesion and understanding amongst members. On the other side of this, the team grows together and learns to operate during these daily meetings and see the progress they make on the project. Although there were multiple pro’s and con’s to scrum-agile development, utilizing this method seemed to achieve the goal set in mind for the sprint.