Final Project

CS 250

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On our team we have various different team members who contributed to the success of the project. Starting with Scrum Master, they were able to explain, teach, and follow the agile framework and able to remove impediments for the developers and team at hand. The Scrum Masters are able to bring in a new light and thinking of how to do things and teach the team how to follow it effectively. The Scrum Master is not a manager but, what is called a servant leader. Developers are the ones doing the actual coding and programming of the project at hand. During the daily stand up the developers will discuss what went well, what didn’t go well, and what they are going to do that day. From there if any of the developers have any issues or impediments then it is the job of the Scrum Master to remove those issues to keep the team moving. The product owner is a representative (typically from the business) that helps explain what exactly the end users, and stakeholders look to get out of the piece of development that is being done by the Scrum Team. They will assist in organizing the backlog as well as refining the backlog and adjusting the users stories as well. The stakeholders are the ones who are mainly concerned about the final project and the finances regarding it. Typically they will help the product owner better understand what is needed and expected, from which the product owner would express this to the Scrum team as well.

Using the Scrum-agile approach is extremely important and effective when looking to complete user stories. In particular while using this approach the team is able to first look at what the story points are, find out exactly what would need to be done by the team, assign working units to the story, and then assign tasks and sub-tasks to the different members of the team. The team would do this in the planning and analysis stages of the SDLC. From there the team will work on designing a portion of the project in the design stages. From here the developers will express any issues they have to the team and Scrum Master. The Scrum Master will then assist in removing any of those problems or impediments so that the developers can continue to work. Towards the middle of the spring the code will be implemented into the project and then tested and integrated, from there if any issues are to arise they would then work on the maintenance of this project. During all of this the Scrum Team using the Scrum-agile approach will be refining the backlog to make sure all items on the backlog are relevant and that they are categorized correctly in order of priority.

When any interruptions did happen, in the case of the powerpoint where we had to change and update the code the developer was able to address this concern fully. First by making sure that the code would work and then delivering it to the team. When those problems did arise however the developers were able to speak to not only the Scrum Master who could then relay the message to the product owner but to also the product owner themselves. Doing so shows them what is going on so that they understand and then the product owner is able to get the answer as to what it exactly is that is expected in the final product. The developer would then have a better understanding of the project and would be able to continue working on it.

Communication was great with the team, we used a discussion board weekly in brightspace to keep all members of the group up to date on what was going on with the project. This included the Scrum Master, Product Owner, Developers, and the Stakeholders. We were able to keep eachother up to date on what was going on, what went well, as well as what we had planned to do at that iteration of the sprint. The main focus during those times is to make sure that each member is timely in these responses. Doing so helped to make sure noone is was holding any of the other members back while also making sure that if anyone had any questions or needed anything that they were able to get that from the appropriate member in the Scrum Team. We also made it a point to make sure no member felt like they could not express their questions or their failures, we made it so that no matter if things are going good or bad they felt comfortable being able to talk to the scrum team so that they could get any assistance needed and would be able to continue to work on the project.

In this project we had typically used brightspace to make sure that we conducted all of our updates for the team. We were able to conduct sprint planning events in which we make sure we have a backlog set up that prioritizes all the story cards and tasks that we plan to get done, including subtasks as well as hours logged and a Scrum team member assigned to each of the tasks. The stand ups we would update everyone on how we are doing using brightspace, here we would talk about what we did yesterday, what we are doing today and any issues or roadblocks. All in all I would’ve rather used Jira for all of this and then met with the Scrum team on Microsoft teams where the scrum master could share their screen during the stand up, refinements, retrospective and planning. I think this would have been a lot more efficient for my team in making sure everyone was on the same page with the tasks.

The pro’s of the approach used for this project was that we were able to introduce Scrum-Agile approach to a team that has never used it before. We were able to help this client make sure that they are able to follow efficient and self organizing practices so that their team can run more smoothly in the future. Also, we were able to communicate with the team easily using bright space, and the team seemed to be very responsive and timely with their responses. However, when looking at the cons there is one main one. I would’ve liked to have been able to use the tool Jira instead of brightspace for all of the Scrum activities and then used Microsoft teams to communicate and share screens with the team. This way the team is able to see exactly the same page that we are discussing and are able to make suggestions and voice any concerns in an even more organized fashion.

I personally do believe it was the best approach for this project. This client needed a way to have a more efficient and costly team. They needed to make sure that everyone was updated daily and was able to communicate freely about any concerns or failures. They were able to create an environment that is open to creativity and learning. Introducing the Scrum-Agile approach made it possible for the client to have the framework to now take what they have learned and use it in practice for future projects.