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Final Project

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The scrum-agile team is this large section of working parts that come together to create something wonderful. Every single member of this team has an important role, and I will explain how each part helped to make the SNHU travel project work. I will start with the *Product Owner*, this is the leader that makes sure you get the most out of the project created by the team. This person talked to users, or future users of the product to help define a vision for what was needed. As the *Product Owner* they are also responsible for overseeing the product backlog and prioritization of the backlog. As the term went on the working with the SNHU Project, the *Product Owner* also over saw development stages and changes in client needs relaying them to the scrum master.

The *Scrum Master*, the next in the chain when it comes to the development of the product. This is the communication between the outside groups in charge of product and the team itself. This along with following the timeline, aka keeping everyone on track to complete each sprint therefore the final project. This includes running the daily scrum meeting allowing for every member of the team to talk. During the project for SNHU travel the *Scrum Master* held these meetings, demonstrating the capability to allow every team member to give updates and talk through road bumps.

Next I want to introduce the *Development Team*, these are the people who run through the coding. These are the experts on the time it will take to get the desired product up and running based on technological necessities of the project. Through sprints these team members I like to refer to is the worker bees, for example when the Product owner called through and said they have changes to be made to the previous sprint the team members first question was are we still on the same time line. They also reassured that just because some aspects of the sections were changing does not mean the whole program needs to be redone.

The last group is the testing group is exactly as it sounds. This is the part of the team that creates testing scenarios to test how well the product follows what is being asked. When they run through these they help the development team by writing a report for them as to how well it follows said needed plan.

*The Software Development Life Cycle (SDLC)* involves the Product owner, the scrum master and the scrum team. This is a step process that begins this the *creation of backlog* as previously stated the Product Owner has a huge role in the creation and prioritization of this. The Product Owner continues to manage the backlog throughout the duration of the sprints and project. When it comes to sprint planning the Product Owner still plays a huge part, but sprint planning backlog is mostly managed by the Scrum master. These two manage the second step in SDLC, but in reality the entire team is responsible for the second step in the SDLC. The nest part of the SDLC is the actual work on sprints and those wonderful daily scrum meetings. Here is where this helps the scrum master and the scrum team complete the project. This by doing the meat of the work the coding and actual communication of developing the product for the customer. Next is the sprint reviews this involves the entire team from product owner to testing, this is helpful to finalize that sprint to help lead to planning of the next.

When it came to changes of the program having that scrum agile approach was a huge factor in the successful completion of the program. The agile approach is and art of sorts set up to help the team deal with those mid project changes smoothly. This all starts with that scrum team following three pretty simple rules of this process. The first is the team needs to be crystal clear on what is going on in the project, the second is the frequent checks on the product by the team, and the last being willing to adapt. This shows in the process with the SNHU travel site, the last minute changes thrown at the team were communicated and changed fairly easily. This approach also allows for the reduction of risk and the increase in control due to the scrum process itself. This process including things like scrum meetings, sprints, sprint planning, sprint retrospective and that mentioned team transparency.

As previously stated communication is the golden rule of team work, especially when it comes to projects like this! Here are ways that my team communicated affectively to make sure the project got completed on the correct time line. Here is an example of an email that I would send to help my team get the things they need and communicate effectively.

Dear team,

Upon talking to all parties involved early this morning I have a few large talking points to cover with you. I will do this at the beginning of the scrum meeting today but here are some hot topics so you can be prepared. We will be covering all things for the next sprint as planned, and will discuss all normal things but I need us to look at adding more filters in the search bar for users. As well as custom filtering of each profile to tailor the vacations that pop up for each person. If you would please talk amongst yourselves on if we will need to extend the time line or if any of this is possible within the last sprint.

Thank You,

Aeriel

The things that would help my team the most is the scrum meetings, which I feel like are such a necessary part of this process. The second is the sprint board, the sprint board gives a clear visual representation to keep everyone on the same page when it comes to where in the process we are. The daily scrum meetings are a part of everyday functions allowing us to communicate effectively and making sure very few things slip through the cracks.

There are many pros to the Scrum-agile approach, the first is the ability to adjust in an uncertain environment. This being short notice changes to the program this approach helps to mitigate snags in the process. Scrum agile has also been known to be faster than the average way of doing things, allowing for happier timelines. I also think that this approach is the best when it comes to the actual organization of the project allowing for happier employees and customers! The cons to this is that the training and skills already have to be in place, in order for it to be successful the team must fully understand the process. This also takes a shift in the way management is done it is a lot more hands on with the product owner and customer so that will take some getting used to. The pros truly outweigh the cons because of this was an awesome way to approach the SNHU travel site. It allowed for the higher up communicate better and allowed for those last minute changes without throwing the whole project off the tracks.

In conclusion this approach was a great for the project presented. The entire team is important and everyone plays a large part in the success of the customers program. This allows for communication to make sure the project is the most successful, making employees and customers happy.