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The role of scrum master is one of the most important members of a scrum team. The scrum master facilitates most changes, communicates with the product owner, and directs scrum meetings. Without the scrum master there is no coming together to communicate and direct the ongoing project. An example of the scrum master facilitating communication is within the daily scrum meeting. A developer may have a new way of solving a certain problem that he or she believes will benefit the whole team. At the daily scrum meeting organized by the scrum master, the developers are given the task of speaking out on “what did you do yesterday”, “what will you do today”, and “what is delaying your advancement”. Within these questions the scrum master allows for the developers to come together and that developer that has found a new great solution to a problem can now share this with his or her fellow colleagues. This absolutely is a scenario that could have happened within the SNHU travel project, but a situation that did in fact happen was that the product owner decided to facilitate changes. This included changing the product to be more focused on wellness trips.

To facilitate this change, the scrum master was responsible for informing the team of these changes and making sure that they were understood and were made as the product owner wished. This includes getting testing from the product owner after the changes are complete to ensure that they are done correctly, and no additional changes need to be made.

The developers of course made the actual changes and are the backbone of any programming changes, creation and more. Without them there would simply be a plan of things to do without any of them being completed. They receive instruction and communicate with each other at the daily scrum meetings and are responsible for making individual decisions on the best way to handle the problems that arise during project development. These problems and soloutions that arise are shared with the team at the daily scrum meetings hosted by the scrum master as well. In the SNHU travel product, they were the ones responsible for making the code changes that made the SNHU travel more health and wellness oriented.

As the product owner, overseeing user stories is a key component. Acquiring feedback and ensuring that the product is becoming something that users will enjoy is a must. Without this the product can turn into something that is not useful and ends up being discarded. Using each user story, the details of what needed to be changed had to be put into specific wants and needs of the product. Putting the details into a user story chart allows for the other members to be able to take them and start implementing what was taken away from user stories.

As a tester the main goal is to ensure that the project is take what has been developed and to ensure that the project functions as intended. Without testers the project could easily be released with bugs or be unusable when put under certain circumstances. Testers are responsible for filling out test case documents and getting the information received back to the other members of the scrum team.

A scrum-oriented approach to the SDLC helped the user stories to be completed by breaking the jobs into separated teams that are in constant communication about how to change the project. If this were a waterfall approach, then whole sections of the project could end up being discarded instead of being modified when user stories are used for changes like it would in a scrum-oriented approach. This also allows for better adaptation of projects and a more seamless team-oriented approach to the software as it grows through its life, as well as allowing many different members of the team to interact with the user stories and what was needed from them for quality control.

A scrum approach is better overall for when a project is interrupted or changes directions because of how the scrum approach is managed. The scrum master controls the general direction of the project and facilitates meetings that allow for proper communication as the project continues which allows for updates to be made as the project goes on. This allows for the project to not be finished before it gets feedback which could end up with large portions of the project having to be scrapped since they would be largely different than what user stories were asking for and for what the testers feedback comes back as.

Using communication inside of the scrum setting enables the team to operate most efficiently. Using the user stories, I acting as the product owner was able to write up a report that would be read by the scrum master and eventually by the developers. This report of the user stories included what changes needed to be made to ensure that the product has everything that could be wanted from testers and users. I made this report effective by clearly summarizing in detail what was needed. This encourages collaboration because it makes it easier for the scrum master and the developer to be able to easily use what has been recorded instead of it being confusing and ending up being ignored.

The organizational tool of the daily scrum meeting helped incredibly in the communication and success of the project by ensuring that the project is not just developed all in one go and the project is basically done before any testing or changes are made. Instead of throwing away good work the project is adaptable and is changed throughout its lifecycle, which is truly the lifeblood of scrum management. Breaking up into teams that each interact with each other is also an incredible tool for multiple quality checks and specializing labor into specific tasks to maximize productivity.

For the SNHU travel project, the scrum tram approach worked out well. It allowed for changes and testing to be made throughout the development and lifecycle of the project as well as frequent communication between the different teams to ensure that the best project is created. If the changes that were requested from the user stories were made and this project was being run as a waterfall approach, then large sections of code would have had to have been discarded. This is because in a waterfall approach there is not constant changes and communication as the project is developed and just at the end. I did not see any cons to using a scrum based team for SNHU travel and it really is the best system for developing SNHU travel.