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**7-1 Final Project Submission**

**Review and Retrospective: Applying Roles**

The many responsibilities that comprise a scrum-agile development team were examined during the CS-250 Software Development Lifecycle course. The software development firm Chada Tech recently switched from using the conventional waterfall methodology to the agile methodology. As part of this shift, the team I worked on was given a project involving SNHU Travel, a travel agency looking to modernize their tools and website in order to attract more customers. I had the opportunity to work on projects pertaining to every position on a scrum-agile team during this assignment. A product owner, a scrum master, one or more developers, and one or more testers are among the roles.

**Product Owner**

The product owner is in charge of making sure the team comprehends the backlog of products, optimizes and arranges the backlog to guarantee quality, gets client input, and makes choices about the project (Cobb, 2015, p. 35). They are usually the ones who provide critical comments and feedback with the team and interact with the clients the most. It was my duty as the product owner to ensure that I, together with the team, knew what the stakeholders required and wanted, and to distinguish between the two in order to give the needs top priority (Cobb, 2015, p. 63). I built a document with user stories, and then I prioritized them to make a product backlog. The team used the product backlog to plan the project's activities and workflow.

Ensuring that the team comprehends and adheres to the scrum structure is the responsibility of the scrum master. This can include leading scrum meetings, helping team members and the product owner, making sure team members comprehend the value of simple-to-understand product backlog items, etc. (Cobb, 2015, p. 36). I led the team's daily 15-minute scrum meetings as the scrum master, making sure everyone understood the agenda and stayed on topic. The team would review what they had done yesterday, what they planned to do today, and any potential roadblocks to reaching their objectives at the scrum meetings (Cobb, 2015, p. 42). A scum master's typical objective is to ensure that all team members understand the fundamentals and practices of scrum and agile development.

Developers and testers make up the team. Developers who finish sprints and generate "potentially releasable increment(s) of 'Done'" make up the development team (Cobb, 2015, p. 38). No matter what level of expertise they may have, the development team is treated equally and allowed the freedom to choose how to tackle the product backlog (Cobb, 2015, p. 38). It was my responsibility as the developer to provide functional code for the product owner and testers to evaluate and provide comments on. I also composed an email addressed to the product owner and testers, asking them to meet in person to discuss my concerns about the SNHU Travel project's updated criteria. I was able to make sense of the aspects of the adjustments that I was unclear or perplexed about thanks to these inquiries. The team's testers are in charge of testing the product; they identify any issues and guarantee that it is of high quality throughout (Cobb, 2015, p. 80). It was my responsibility as the tester to collaborate with the team to develop test cases that elucidate the requirements associated with every item in the product backlog. After receiving a portion of the project, I would test the increment and determine whether it was good enough to be considered finished or whether it required improvement—this may be because of bugs, poor quality, etc.

**Scrum Master**

Upon taking on the post of Scrum Master, my duties included assisting the Product Owner with the creation and upkeep of the Backlog and guaranteeing complete transparency throughout the Scrum team. I served as the product owner's point of contact with the development team. I would lead a Sprint Planning session to go over each of the User Stories that were approved for inclusion in the first Sprint after the Product Owner had established the User Stories. We used the planned poker estimation technique during the Sprint planned session. The team was able to determine the amount of work needed for each User Story with the aid of this technique. After defining the Backlog items, work on the project started. Every day, I led the fifteen-minute Standup meetings, which reviewed the events of the previous day. These standup meetings are beneficial because they preserve openness and help to detect and reduce any uncertainty that might have an influence on development. Being a resource for the team and offering direction in the Agile technique was my aim as Scrum Master.

**Development Team**

I was allowed the creative flexibility to organize my code in accordance with industry best practices while working as a developer on the Development Team. As a tester, it was my job to work with every team member to develop test cases that would find any defects that might have been introduced. As the proverb goes, "Test early, Test often" is a fundamental idea in iterative development, which makes this a significant function. These two positions were essential to the Scrum-Agile methodology. The business value is generated in these jobs.

**SDLC and User Stories**

I applied a scrum-agile methodology to help make these user stories come to life during this session. User stories, which typically take the form "As a <role> I want <to be able to do something> so that <benefit>," aid in clarifying the needs of a project (Cobb, 2015, p. 65). This makes it easier to understand who this requirement is intended for, what they want to be able to perform, and why it is vital by breaking the project down into smaller parts. I was able to create my own user stories by using the aforementioned style, which made it easier for me to communicate the significance of the tales in a straightforward manner. The user stories I created included an acceptance criterion that outlined the requirements, a priority level, and the user story's fundamental importance.

**Project Completion and Changes in Requirements.**

According to the Agile Manifesto, agile "respond(s) to change over following a plan" (Cobb, 2015, p. 22) and adopts an adaptive approach to product development.

It is not required to completely describe every need before starting a project in a scrum-agile setting because it is accepted that changes will inevitably occur (Cobb, 2015, p. 24). The "Top Five Destinations List" had to have links that could be clicked on to access the list, which was arranged in order of popularity on the SNHU Travel project. The list would also have links to travel packages and be displayed on a scroll page. Then, the specifications were modified to call for a power point-style list that could be accessed by clicking "previous" to view the previous location or "next" to reach the next one. Scrum-agile principles allowed this to occur; test cases and user stories were updated, modifications were clarified, priorities were changed, and the project itself was updated.

**Effective Communication.**

An essential component of a scrum-agile team is communication. I found that emails with clarification requests and scrum meetings were the best ways for me to communicate effectively.

For instance, I wasn't entirely sure what the new criteria for the SNHU Travel project were, so I emailed Christy and Brian, the product owner and tester, to ask:

*To: Christy, Brian*

*Subject: Questions Regarding Changes in Requirements and Test Cases*

*Hi, Brian and Christy! Regarding the modifications to the requirements and test cases, I'm contacting you. I am aware that the Top Five Destinations List will now consist of a photo presentation and a detox/wellness basis. I'd like to meet to talk about any questions I have about these developments. A few things to consider prior to the meeting are the revised test cases, the arrangement of the slide show, and any theme modifications. I may be reached at the following times for a meeting:*

*Monday June 15th at 1 pm*

*Tuesday June 16th at 3pm*

*Friday June 19th at 4pm*

*In order to schedule the meeting, kindly let me know if none of these times work for you and provide other times and dates. Additionally, if you would like have the meeting in person or virtually, do let me know.*

*Thanks*

*Augustus Mendy*

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This assisted me in articulating what I required to succeed in my position and provide the clients with high-quality work. In order to prevent the tester and product owner from being perplexed as to why they were called for a meeting, I made a list of the questions I had.

Lastly, I offered the times that I was available for a meeting and mentioned that other arrangements might be made if those times did not work. In order to ensure that there is no opportunity for ambiguity or confusion when speaking with the team, it is crucial to maintain your composure and be respectful.

**Organizational Tools and Scrum-Agile Principles.**

Assuring client happiness and team performance requires effective communication within a scrum-agile team. An online informational radiator, which is a compilation of significant data that is updated by the team, is one type of organizational tool. Cobb (2015), page 139. JIRA is an instance of an online information radiator that facilitates continuous communication among team members using various technologies, including a "Scrum Board."

One of the main tenets of a scrum-agile team is communication, and information radiators facilitate that.

**Scrum-Agile Approach**

I believe there were benefits and drawbacks to the scrum-agile methodology used for the SNHU Travel project. One of the drawbacks was that, because modifications are permitted, it was challenging to gauge how long the project would take. This permits the project's scope to expand, which could make meeting deadlines more challenging. In contrast, I believe that the benefits exceed the drawbacks. For instance, collaborating closely with a team facilitates communication and feedback, resulting in higher-quality work that is completed more quickly. Additionally, this made the required adjustment possible. In my opinion, the change would not have been feasible if communication had been restricted. The project was completed quickly and effectively thanks to the member responsibilities, feedback, communication, and collaboration; I don't believe a different strategy would have been a better one in this case. I am aware that different strategies might be required or preferable for certain projects, but in this case, communication between the client and the team was essential to make sure that the requirements were understood and permitted the change, which aided in the creation of functional software that complied with the project's requirements. Overall, I believe that the scrum-agile strategy was the right decision because the advantages in this case exceed the disadvantages.

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