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In a Scrum team, all roles are critical to contributing to the success of a project. The product owner defined the product backlog and made sure the requirements align properly with the project's vision. For example, this sometimes included communicating the wants and overall goals to the team. Or even reviewing user-stories to make sure that the requirements were defined properly.

The Scrum Master usually was a mediator for the entire process. They served the purpose of making sure that meetings such as sprint planning and daily stand ups were as productive and efficient as possible. This also means that they would facilitate productivity by making sure any issues or challenges were addressed appropriately to foster transparency.

Next, is the development team. The development team is not only responsible for developing and designing the overall product, but they also handle collaborating with the product owner and the client to make sure that the goals set are obtainable in the distributed time. They take the created user stories and design the actual software and facilitate testing with the clients.

Which brings me to the final peg of the team, the stakeholders or clients. The client will always supply feedback as you are moving through a sprint. Because of how Agile works, customers can make changes and requests throughout sprints and express any concerns. For example, when the customer has explained the distinctive features, they want to have for the software it is up to the developers to make the necessary changes to make sure the software is functioning properly.

Because there are obviously multiple requirements that vary from each user story, one of the most important communication tactics is the daily stand up. This provides the team with the opportunity to update each other and communicate any challenges they may have been facing. Also, utilizing testers and having them give the exact conditions for what errors occurred, if any, allowed us to supply software that was functioning properly.

Whenever you are working on a project, challenges are expected, and you need to know how to pivot effectively. During this project, one of the most important pivots was to update the user stories. For example, it was requested after the user stories were created that they wanted changes to the interface or the way the software was getting and setting information. Iterative development was crucial to the process as it allowed the team the ability to change directions based on certain circumstances. This is also why continuous collaboration is important. All members of the team need to know not only when a project is changing directions, btu also how to align with each other on revised project goals.

During the travel project, I crafted emails to request more information from the developer's perspective. In one situation, I noticed that in the user stories, there is no structured timeline or no clear expectations of a deadline. If I had time for each requirement, I could prioritize and actively communicate the testing requirements to the appropriate teams. This is important because collaboration is a huge part of the Agile process. It’s important to remain transparent between departments so that we can deliver parts of the project on time.

I also requested more information from testers as well. I told them that to support the line of open communication, we need detailed reports and include the steps to reproduce the results. This would allow us to know how the issue is occurring and furthermore allow us to figure out why.

Sprint planning, collaboration, and iterative development were all tools and principles that were crucial to the success of the project. Sprint planning is necessary for setting clear goals and distributing work in the way it needs to be done. It also helps to use certain tools to visualize and plan user stories in an effective way. Collaboration is always crucial in any project. Daily scrum and real time discussions are needed to share updates, ask questions and provide transparency. This also improves productivity. Iterative development also breaks a large project into digestible chunks. That way, if there are any issues or adjustments that need to be made, feedback can be obtained early in the process.

One of the pros of the Scrum-agile approach would be the ability to break down the user stories into digestible parts. Another advantage would be a continuous development and collaborative environment that supports changes in the client's request during the project's scope.

For this project, a Scrum agile approach was the best because there were constant client goals changes. There was also a need to break down the project into more digestible parts and distribute tasks to the proper teams. Finally, there was a need for testing and revision for the user stories to ensure that the product owner and the client were getting exactly what they wanted, and the software was functioning properly.