Final Project

Throughout this course I have explored the various roles in a Scrum-Agile-based work environment, and why their roles are integral to making sure the project runs as smoothly as possible. I worked for a company, Chada Tech, that specialized in custom software design and development for both domestic and international clients. For years, they have utilized the waterfall developmental model but recently decided to make a change and lean into a Scrum-Agile approach after reading about how much success other companies have had once implementing it within their team.

Over the course of this term, I worked with them to develop an application for Southern New Hampshire University’s travel agency. Working closely with the product owner to ensure all their requirements were met, I think we had a successful partnership with one another. I was able to complete tasks in each of the roles included in a Scrum-Agile team, Product Owner, Scrum Master, Developer, and Tester, which was able to help me understand the importance of each role, and how they apply within a team environment.

A Product Owner is responsible for making sure that the team understands the product backlog, maximizes and orders the product backlog to ensure quality, receives feedback from the clients, and makes final decisions about the project at hand. During my role as the Product Owner, it was my responsibility to ensure that the team members and I were all on the same page with what was needed by the stakeholders in our project. I created a document of user stories and organized them to create a product backlog, and using this backlog to keep the team organized, and the project moving forward as it should be.

A Scrum Master is responsible for ensuring that the team understands and follows the scrum framework we have decided upon. We had decided to do 15-minute daily meetings to address any accomplishments, as well as obstacles the team has for the day, so we know we are getting the most productivity out of each work day. A good scrum master is to make the scrum and agile techniques clear for each member of the team, to ensure we are doing the best work we can be at all times.

Developers are responsible for producing code that functions under the guidelines given by the Product Owner. As a developer, I made changes to existing code to ensure all needs were met as the Product Owner decided to pivot on what we wanted to focus on in the application. As a tester, I was tasked with collaborating with the team to design test cases that made clear the requirements needed by each product backlog. Once a portion of the project was finished, I would either mark it as complete or require further refinement due to bugs or quality issues.

During the SNHU travel application project, the initial specifications for the “Top Five Destination List” began with requiring a list that users could click that would direct them to a list based on their preferences completed in their personal profile. As the project went on, this changed to wanting the list to include popular detox and wellness vacation packages. Using a Scrum-Agile framework, it was very simple to implement these changes in a way that was not stressful to the team. We revised the user stories, clarifications on the updated requirements provided, and priorities on what the Product Owner was looking for were amended, and the project continued to run smoothly.

Communication is essential in a successful Scrum-Agile team. The best way I thought to achieve effective communication was through scrum meetings and emails. An example of this communication would be when working as a tester, there was a moment when requirements changed for the SHNU application, and so I wrote an email to the Product Owner to receive clarification on the details we had received, as they were not as specific as I would have liked them to be. I inquired to make certain I was making all the changes they wanted in the way they would have liked, and in the end I believe the Product Owner was happy with what we completed, because I took the time to reach out and communicate my concerns.

Organizational tools are necessary to ensure client satisfaction, and that the team is able to complete their work efficiently. One example of an organizational tool is JIRA, a collection of essential information updated by the team using it. This helps provide transparency among team members through features such as a Scrum-Board. Communication is one of the most important aspects of a Scrum-Agile framework because it ensures transparency and collaboration within your team.

I think using a Scrum-Agile framework was beneficial for the SNHU travel application. Being able to collaborate with my team in a way that was easy to access information and feedback helps us put out the best work we are able with the information given. If for some reason the parameters given for a piece of the project were not clear enough, it was simple to each out and receive clarification to ensure we are doing exactly what the Project Owner was asking of us. Using this framework allowed us to produce high-quality work and progress faster than we would had we used the waterfall methodology.

In conclusion, using the Scrum-Agile framework was the most ideal choice for this project. I believe using the Scrum-Agile framework led us to being able to produce the highest quality work in the fastest time possible, while meeting all requirements given or changed by our Product Owner. If we had decided on using the waterfall method, I believe our end product would not have been as clean as what we ended up producing. While I understand that in certain circumstances waterfall may be more beneficial, in our case Scum-Agile worked perfectly, and we were able to get out a product we are very proud of. We were able to produce functional software that met all the needs of the Product Owner.