For the past few weeks, we have conducted evaluations and methods put in place to best learn how to transition from a waterfall method of operation to an agile method of operation. In this process we have learned of each roles task and what they are expected to do and what they actually do. Here we will evaluate the outcome of each role. The functions the processes and the outcome of the various situations. These roles consist of the product owner, scrum master, developers, and testers. Here each role came to life as it would in an actual real-world experience. In the following I will be conducting my information based on the assignments and best understanding that I have learned from this class. I will not be able to use discussion 6-1 to write out roles as I was the only one to collaborate in the discussion board.

The product owner’s role is very important, the role has a connection between the team and the client as well as connecting with the developers and the testers. The product owner was responsible for the prioritizing each section of work and the product backlog makings sure that the most valuable assets where being worked on and prioritized. Clear visions on what was needed for the success of the SNHU Travel project, goals and prioritizing these goals was essential for success. In this project it was clear that working with stakeholders and gathering the requirements was used to be successful and aligning this with the agile team proved correct.

As for the scrum master, I assumed this role as I liked the idea of being a leader and someone who was going to put together a solid functioning team that would flow correctly and comfortably. As the servant leader I was responsible for facilitating the scrum process and removing any impediments, However, this was unfortunate as no one was collaborating in the 6-1 discussion. As the scrum master, I put together a paragraph of acknowledgments, and then proceeded to express what I found where the critical roles that should be implemented and the the roles that I found not as necessary for the success of the agile transition. We kicked off we a regular stand-up meeting, known as the daily scrum. We looked at the backlog and sprint as the second priority and then we went into retrospectives, visual management and empowering self. I believed that a full scrum implementation would be harmful if done to soon and using estimation techniques as well.

The developer was fun to work with, again there was no collaboration with discussion 6-1. As far as the assignments with user stories and implementation as well as testing and basic understanding of each situation, these where interesting. The development team and the implementation of a successful travel application was challenging at first, not knowing exactly what I was doing and then putting myself in that developers seat and working on the code to give good images as well as good commenting. The developer has a lot to consider, and it is their job to make sure that they follow the necessary approaches to complete the tasks and in the priority level that they are laid out. This is where a daily scrum comes into play and helps best understand the necessary roles.

Assuming the tester role through the development process and figuring out how the code would run was relatively straightforward, but it came with its challenges. One of them being coding issues, path issues and the images not correlating with the project file. In this situation I must have deleted everything and restarted about 5 times, and I was getting furious. Commenting in the user stories and running what the “expected” outcomes where for each test was fun. In many cases the tester was the most fun role, but it did go hand in hand with the developer and that explains why they are “the development team”. Their work is steady side by side with each other and both necessary for successful applications.

With the agile approach the above lays, out how each portion came to completion. Whenever something would come into play interrupting the approach of the agile team, the daily scrum was used to address the issues and understand what was being scrapped and what was being driven forward. There was a great deal of confusion at first when there where changes. Going to the user stories after having the stand-up meeting and addressing what we have and what we need as well as evaluating the potential scrapped items was very helpful. In this process the ability to assess what was had and then implement the more desired new goal into the user stories and have a product was not that bad and if not for the daily scrum, it would have been impossible.

Because discussion 6-1 did not get any responses initially, I do not have any examples of a back and for, I do have a journal that included what an email back and forth with Christy would look like and I am going to add that below. To help be successful the daily scrum was necessary for success and is vital to the agile process. I think that by working with each other in a team setting and collaborating off each other would give good ideas but also challenge those good ideas and made bring to light that there are better approaches in the process. For me I originally didn’t want to do the daily stand-up meeting as I am not someone who does one now in my real-life role but through the course, I have found that the information is vital that they bring, and the collaboration is critical for success.

I also wanted to go full agile at first and learned that as a new approach, the functionality of the waterfall could not be broken in once clean swoop. That would cause to much chaos and issues would arise. The scrum agile approach is the best choice and a critical one at that. I think there are down sides to a full agile approach in some ways. There can be issues with the complexity of large projects, there can be issues with the scope and the flexibility. And mainly skilled personnel is required. No one is skilled in agile right away especially a transitioning company leaving waterfall. This was going to be challenging as everyone needs to learn their new roles.

Email

To: Christy

Subject: User Story Design Ideas

Dear Christy,

In the attached email I have the test case and the revised based on what I think should be done, I would like for you to look at these to verify that you are satisfied and what you may like to see prioritized over the others. Let me know what you think. We look forward to hearing from you soon.

Lawrence

Email

To: Lawrence

Subject: Re: User Story Design Ideas

Dear Lawrence,

Thank you for emailing me and thank you for the attachment, I have revied the attachment and I would say to prioritize test case revised 2 because that one really focuses on the customer needs and the things that they would like to see, in all it appears to encompass some of test 1. As far as test 3 I think that we need more groups and smaller sections made to tackle an app and that should be our priority after cast test 2.

Thank you for the email and let me know if there is anything else I can help with.

Christy