CS 250 SNHU Clifton Brann

Module 7 Final Project Submission 10/20/2024

When considering the various team member roles of Agile methodology and what they brought to the process, I see that each role has made an important contribution. In Module 2 we learned about the Scrum Master and their role in implementing and enabling the Scrum process. And in Module 3 we learned about the Product Owner and how they are the connection between the client or stakeholders and the Scrum Team. Module 4 taught us about the role of the Tester and how to implement quality building in the process instead of waiting until the end to fix any bugs.

The Scrum Master is important to the process, by begin integral to teaching and assisting all the other roles in the team in implementing the Scrum/Agile process. The Scrum Master must be very knowledgeable about the Scrum process, and be able to impart that knowledge to the other team members in such a way that they understand their roles and how the different roles interact within the team structure. They are also tasked with ensuring the communication within the team is clear and open, so that the team can accomplish the goals by clearly understanding what they are. The Scrum Master is also a servant-leader of the team, they are on the same level as the team members, and is responsible for leading events such as Daily Scum, Scrum Review, and Scum Retrospective. That being said, the Scrum master also serves the individual team members by finding out how best to communicate with and to inspire the team member to work to their best potential. A Scrum Master is supposed to be a mentor, teacher, coach, and facilitator, and is also for responsible for improving the team members so they can work better and more efficiently together or to get them re-assigned to a different team. The Scrum Master is responsible for promoting communication between team members and between the team and ash outside world, usually, but not always, through the Product Owner. The Scrum Master is also the liaison between a team and members of management. They are also responsible to groom the Stories on the Product Backlog with the Product Owner, so that the team has all the answers they need to build a product based around the story in question. At the end of a Sprint, a Scum Master will hold a Sprint Review and Retrospective. The Sprint Review is an opportunity for the team members to discuss what went well and what went poorly during the sprint, the Sprint Retrospective is the opportunity for the Team to reflect on how the the Sprint went and how the sprint could go better in the future, in other words how the sprint could be more efficient and how more could be accomplished or how the work could be done better. By holding a Daily Scrum, the Scum Master gives the team members an opportunity to say what they finished doing, what they are working on and what they are moving onto next, and what if any impediments they are faced with. The Scrum Master will them do what they can do to remove any impediments to he team member, so they can accomplish their goal.

The Product Owner is responsible to the team to report the Stakeholder’s requirements, and create the Epics and Stories from those requirements. The Product Owner’s primary responsibility is to be a liaison between all the stakeholders, usually the client and company management, and the Development team. Their primary focus is to listen to the stakeholders and understand their wants, needs, and desires, and to turn those things into a form that the Development team can understand fully. The Product Owner will develop Epics, which are narratives that say “The client wants a product that does A, B, C, …., X, Y, and Z.” From there the Product Owner will break down the Epic or Epics into a series of Stories, that will say “As an (some type of user) , I want to (some type of action) so that (some benefit).” Each competed Story will have no remaining questions about what, when, where, how, or why it should do the thing. When a Story is complete, it will be presented to the Team by the Product Owner during a Sprint Planning meeting. The Product Owner is also responsible for maintaining the order of the Product Backlog, meaning that the most important and developed Stories are presented first, with those that are less developed presented I order of their closeness to completion, i. E. Least complete Story being listed last on the Backlog. By having a Product Backlog that is up to date and developing Stories as new information about the project is discovered, the Team can see where the project is going in an overall sense, and can make sure that the individual pieces of the project will all work together when the project is fully integrated. The Product Owner works closely with the Scrum Master to make sure the Product Backlog is up to date and “groomed” well, meaning that the most important stories at the top of the Backlog are fully ready for the Development Team to commit to and implement.

The Tester is another member of the team tasked with creating the testing framework, to make sure the product created by the Developers actually meets the requirements of the stories. The Tester will take the Stories from the Product Owner, and write tests for the product according to the criteria in the Story. For example if a story says “ As a user I want the ‘Delete’ button to delete the text from the highlighted area, when I highlight an area and click the ‘Delete’ button.” The Tester then writes a test that says “When the User clicks the ‘Delete’ button, the User’s highlighted text will be deleted by XYZ process.” The Tester will then create a test that makes sure that processXYZ will function as specified in all circumstances, or display an error message as appropriate. And since the Tester is integrated into the Development Team, they are responsible in communicating and ensuring the importance of quality in build of the product. And since the Tester is involved with the Stories from the beginning, the Developers already know what that criteria is for testing, they can create a product that passes the tests, without having go back and fix any bugs after the fact. And by integrating the tester into the Development Team, the quality of the work being done and the product output should be very high ,and not require a great deal any but fixing when it comes time to integrate and release the product to the market.

So to summarize, the Scrum Master is a Servant-Leader who is the driving force in how to implement Scrum/Agile, the Product owner is the communicator between the Team and the Stakeholders, and the Tester is integrated with the Team to both build the tests and show what they are so the Developers can clearly build a product that will pass the tests without bugs. From the outside, the Scrum/Agile methodology looks kind of messy, because it has no designated leader or manager, and has no set requirements of how it works, it is just a framework or set of ideas that is to be utilized as the individual teams see fit, to produce a product in short intervals of time that should work on its own or be integrated with the greater whole. However, without a buy-in or commitment from most of the Team, this is not a process that can succeed, because there needs to be reliance on it as a process, and the needs or requirements of clear and open communication are key to the process working properly.