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CS 250

Final Project

Being able to take on the various roles of the Scrum-agile team in my project throughout this course helped me understand and experience each role first hand. My favorite role that I took on was the Scrum Master. The Scrum Master is the facilitator of the Scrum-agile team. They are responsible for establishing rules and schedules for the team. To do this, they use multiple methods such as daily 15 minute Scrum meetings. Every team member attends these meetings to discuss things such as their progress, what they will do next, and any challenges that may arise. The Scrum Master makes sure that the team has good chemistry and each member knows their role. They also ensure that they know what is going on with each team member everyday. The Scrum Master coaches their team in organization to increase productivity and help make sprint times and keep stakeholders happy. The Scrum Master works closely with the Product Owner to be able to determine what the next steps in the project will be.

The Product Owner is basically the face of the team. They are in contact with the client constantly. They ensure that they understand the clients needs and requirements. The Product Owner manages the product backlog, the collection of user stories. The Scrum Master will step in and help throughout the project if it is needed. The Product Owner is responsible for managing cost and schedule for the travel project.

The Tester determines what needs improvement and works closely with the developer to provide support throughout the development phase. The Tester has to know the user story and all of the details that the client is asking in order to provide useful improvement information. They make sure that the features that the client wants are functional and the development side runs smoothly.

The Developer is responsible for developing the requirements of the client. After each requirement is completed, the developer goes to the Tester to know if they can continue with the next task or if the requirement needs improvement before moving on. The Developer needs to have extensive knowledge of Scrum framework and know how to implement it for the project. They also need to be able to communicate with the team what they realistically can and cannot do within a project.

A Scrum-agile approach to the Software Development Life Cycle (SDLC), helped each of the user stories come to completion. The waterfall method is another development method that has a very different structure than the Agile method. Waterfall divides the development process into distinct different phases. These phases are not done in incremental times but instead are done through a sequential design process. This method is very linear. In the waterfall method, there is a higher chance of error in the final project, but when working with Scrum-agile, there are more and better steps taken to ensure that there are much less to no errors. The Scrum-agile approach allows the team to constantly be testing and checking their work as the process of the project is going on. Testing the project throughout the process allows the team to complete adjustments in time for the client, rather than needing to basically go back and redo the majority of the project because of an error early on.

A Scrum-agile approach is best in supporting project completion when the project was interrupted and changed direction. When using a Scrum-agile approach in this project, I took on each role and got to see and experience what they all do and was able to develop the deliverables. The Scrum process allows the team to be able to quickly adjust the changes and be able to produce deliverables in time. The amount of importance that communication holds in the Scrum-agile team truly helps the team quickly adjust to changes together. The daily Scrum meetings allow them to communicate about these easily.

Having constant communication within the team throughout the process is extremely helpful when developing a project. For example, having the client, Product Owner, and Scrum Master in close communication, the user stories were able to be completed easily with the client communicating with the Product Owner about requirements and the Product Owner communicating these requirements with the Scrum Master. Having the Developer and the Tester in communication, the development process is able to go smoothly and quickly. With the team constantly communicating, they were able to adjust when changes and errors arrived. The daily-Scrum meetings are extremely helpful for team communication.

Many of the organization tools and Scrum-agile principles helped my team be successful. There are many tools that are helpful in opening lines of communication such as, Sprint process, standup meetings, user stories, backlog, team charter and test cases. By separating responsibilities throughout each team member, nothing becomes overwhelming for any one member. By focusing so much on what the client wants, we maximized the quality of the end product. Radiators kept all information available for the client and team members to see so we could keep everything available for discussion to create the best product possible. Radiators created a clear course of action during each Sprint that kept us moving forward efficiently and successfully. A Sprint is a time-box of one month or less within a project where at the end something is done, usable, and possibly a project increment is completed. Sprints consist of five parts, Sprint Planning, Daily Standup Meetings, the work, Sprint Review, and the Sprint Retrospective. A Sprint has a goal of what is to be accomplished during this time frame.

The Scrum-agile approach for the SNHU Travel project is effective because it focuses on customer satisfaction. The Scrum-agile method is based on a team approach that made this project so effective. By working as a whole team, we were able to collaborate with each other more and it allowed for more efficient work to be done so Sprint times are made easier. It allowed for project revisions partway through the process rather than having to return to earlier parts of the project at the end when needing fixes. This would make it a pain to implement revisions. In my opinion, the biggest pro to the Scrum-agile method is that it is a methodology that promotes continuous iterations of development and testing throughout the project’s development. It helps a lot with large and complex projects. Communication is key with the Scrum-agile approach.