**FINAL PROJECT**

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I had many different roles on the Scrum-agile team throughout the project. For the first role, I took on in module two was the team’s Scrum Master. As a Scrum Master, I plan to execute the various Scrum events from doing the following: sprint planning, daily scrum, backlog refinement, sprint review and sprint retrospective. As scrum master, I would use the sprint planning to make sure that the event takes place and that attendants understand its objective. For quicker sprints, the event is typically shorter. I will also teach the scrum team to stay within the time-box. As for the daily scrum, I would use the meetings to ensure they do not disturb the meeting. I will help the daily scrum stay within their 15-minute time-box. I will ensure that the development team maintains the meeting. As for the backlog refinement, I would use the improvement to embrace scheduling the meeting and to help the team and the product owner create user stories to make the backlog. As for the sprint review, I would guarantee that every event takes place and teaches the scrum team to stay within the time-box. As for the sprint retrospective, I would help improve the scrum team by improving the scrum process framework and making the development process more enjoyable for the next sprint. The scrum team plans different ways to improve the product quality throughout each sprint retrospective. Therefore, by doing the following events, the sprint retrospective will help enable the teams’ quest for improvements.

For the second role, I took on in module three was the team’s Product Owner. As a Product Owner, I am responsible for capitalizing on the value and the decisions of the projects and the work of the development team. I will act as the middleman between the team and the users so that the developers can have a clear verbal communication between the users. The Product Owner is really important when it comes to the Agile team and dealing with the customer. Also, by having the product owner give direction and help prioritize the workload for the development team, then the developers can use the stories as a guide to create what the users want in less time by the help of the product owner. By creating and the backlog and the user stories to see the importunities so that the team can accomplish the vision that the user has and when having meeting this will help guide the developers when writing stories for users to send what is required for projects as it is important to ensure the development team understands the overall vision and allows teamwork. Therefore, by checking to see if the goals are always clear, and that the vision is the same as the objectives from the team in order to come out on top and have a successful project in the end.

For the third role, I took on in module four was the team’s Tester. As a Tester, I help design and perform tests to determine whether the product passes or fails. The tester relies on three main points from the retrospective report, the first point is what went well? The second point is what did not go well? And the third point is what can be improved? This would help the “acceptance criteria” and would benefits the workload among the rest of the team when following the retrospective report. For the process of the design, it is used throughout testing, and if some parts stop working from that project, then the responsibility of the testers is to identify the working parts within the project. But in some occasions, there will be some testers that completely fail, but when they do have those failures, they are always fixed in a fast and timely manner. When it is all said and done, not only does the tester learn from their mistakes, so does the entire team when they share the experience. By doing this it will help the team come together in a way that they can learn from each other’s mistakes in order to have a fast working process in the end.

For the fourth role, I took on in module five was the team’s Developer.As a Developer, the focus behind the projects is moving from one idea to other ideas in order to have a working product in the end. Testing is a great key for success of any product, so testers must work in coordination with developers. Start testing early on modules to correct product easily. They should document and tell what all units are giving faulty outputs along with desired results. Start testing early on modules to correct product easily. Before testing elsewhere else, the testers should try and test the product on the development team machines. Communication is another key of success wherever we may go. To ensure that team is responding we need to keep better communication between key members. Other main factors are mutual respect and trust which can really help in getting great response and completing the work on time. Agile methodology allows concept of flexibly which makes product changes and future requirements more workable. Project is developed in a small phase and at every step end the users are provided with small working version which can be easily tested and changed as required or according to future requirements, this approach is more flexible as changes are dealt easily. Therefore, this will help by minimizing the time and give a full understanding of the product.

The different phases of a Scrum-agile approach to the SDLC are used throughout the agile software development approach. Beginning with the role of scrum master and moving through the other roles of product owner, tester and developer in this project. This break down of the roles as a scrum master was very helpful in the overall project. The purpose of a daily standup meeting is to learn the most recent progress of each team member that works on Scrum tasks. Daily stand up meetings support the goals and let the team members address any challenges that are short-term. The meeting takes place every morning during the workday and last up to 15 minutes and by having the daily standup meetings, it helps the agile team with the following organization, teamwork, responsibility, efficiency and focus.

As for the Scrum-agile approach, scrum is one of the most popular types of agile frameworks derived from a rugby game where player huddle together in getting the ball and here it refers to the coming together of team members in project management that basically come together to view or analyze the success, steps taken and future planning pf the project. The meeting is brief with the aim being production of higher quality and this type of agile is defined as the principles to be followed in better project outcome. Even when the project was changed direction, Scrum-agile works in a "do, check and adapt" principle and when the project is changed, scrum is able to help in checking and adapting to the change of the things changed in the project which later helps in moving on and completion of the project that is to be done or delivered.

Throughout the project, there were many tools of communication are used to communicate effectively. Communication refers to the act of exchanging information from one person to another by various methods that may include speaking, use of different communication mediums and also writing.

All the methods of communication allow for feedback and great teamwork amongst the team. Feedback is the most essential for better communication as this is able to help or give solution on the topic being discussed and this in turn helps greatly in better communication. The regular stand-up meetings allow for active listening from each team member, so that they can give great feedback and communicate any challenges that the team needs help within each meeting. Active listening to the person one is speaking with is a good ability as one is able to understand where the other person is coming from and also greatly helps in understanding what the other person is speaking about.

Agile makes use of many different tools that help with many different roles that allows their functions to perform correctly. By having organizational tools such as standup meetings, scrum board, backlogs, sprint processes, test cases and user stories can help the team be successful. Also, each sprint has five significant elements which are: the workday, sprint planning, standup meetings, sprint review, and sprint retrospective.Being able to communicate with each other will help set rules for all the team members to follow and also by having a key goal in the beginning of the project will help structured the method of accomplishing their goals as a team in the end.

The Agile method has helped me realize that I can approach any project by just writing test cases and story points for upcoming projects that I will need this for. When using communication tools on personal projects like my finals, I would break the project up into smellier situations to help make an outline of different goals and requirements. Also, this would help people that suffer from anxiety and get overwhelmed when dealing with big situations like projects. I am one of those people that get anxiety pretty often and by breaking the project into smellier sections well help with the overwhelming feelings when looking at challenging projects as a developer in the industry.

The pros of a scrum agile approach that was presented during the project was having scrum meetings that gave clear visibility throughout the meetings. Scrum agile is pretty easy to explain and understand. Agile ensures current use of time. Agile helps by dividing large projects into manageable sprints. Agile works great with projects that are fast moving. Also, agile adopts feedback from the customers and stakeholders.

The cons of a scrum agile approach that was presented during the project was having daily meetings sometimes frustrates the team members. If any team member quits in the middle of the project, it can be hard to finish the sprint on time and have a negative impact on the project. When adopting the scrum framework, it was very challenging in large teams. Also, many agile scrum implementations fail.

**REFERENCES**

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