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During this project, I got to experiment being an SCRUM Master for the first time. As the SCRUM master, I was responsible for creating a timetable for the team's daily meetings. These meetings are crucial because they allow everyone to catch up on what has been accomplished and what still needs to be accomplished. This will increase productivity, and if employees require assistance with their component of the project, they may do it here. The meetings also provide an opportunity for everyone to ask any questions they may have. This simply keeps everyone interested and ensures that no one feels left out, especially because everyone will have the opportunity to speak.

After that, I had to create an agile project charter as the SCRUM master. This helped everyone on the team to understand the project's vision. It also allowed everyone to know who was on the team and what their responsibilities were. Then it showed what needed to be done in order for the project to be considered a success. This is critical because without it, people may work and then believe that it was the best thing they could have done. However, there was still a lot of work to be done. This ensures that everyone is aware of each component that must be completed before the project can be declared complete. Along with the success criteria, it also

listed the most significant hazards associated with the project. This is beneficial because if you are aware of some of the risks ahead of time, you can work harder to prevent them by staying away from them. The team rules and communication standards are found in the last two sections of the charter. The rules are crucial because you need some order for a project of this scale with a crew of this size.

People should be kind to other team members and work efficiently because of the rules. The communication standards were primarily designed for the meetings that would occur each day at work. The standards ensured that the meetings were organized and that everyone knew what needed to be done. Also, what is expected of each member in terms of how they conduct themselves during meetings. The product owner was the second role I got to play during this time. As the product owner, I was in charge of gathering user stories. This allowed me to obtain input from previous users of the travel website, as well as what they wanted to see added. This provided me with a wealth of knowledge to share with the rest of the SCRUM team. I had to fill out the product backlog chart for each user story. This allowed me to prioritize each proposal based on the importance of each aspect. After that, I had to fill up a user story chart with the information I had received from each participant. This allowed me to select one story that was of high, medium, or low priority. I was able to add additional detail from what each person stated using the user story chart, making it easy for the SCRUM team to take them and start implementing them.

The final role I got to play on this project was that of a tester. The tester is the one that takes what the developers have created and double-checks that it is working as expected, as well as providing input on what they have tested. I had to write out a test case document for each part I tested as the tester. For the document, I included information such as the part's name and the date it was designed. Then I wrote about what each input was and what each input's result was. This allows the developers to observe what happened when I completed each of the tasks they assigned to me. They'd be able to travel back in time and rectify anything unexpected that happened. Then send it out to the testers once more. A developer was the most recent position I had the opportunity to try out. As the developer, I was in charge of ensuring the project's components work according to the user stories' specifications and incorporating tester comments to improve them. For this section of the project, I used a slideshow that had already been created and modified it to meet the needs of the travel website.

If this had been a bigger job, there would have been a lot more problems. One, it was approaching close to the project's due date, and changing something at the last minute is frowned upon. So, as the developer, I altered the slideshow to meet what they were looking for. Previously, I became a developer by creating a simple list view control. For this, I compiled a top five list of vacation destinations. Different roles would be assigned in a Waterfall method. Project managers would replace scrum masters, and executives would replace product owners, although developers and testers would remain. It would have been a considerably bigger issue if the project criteria were to be revised. The meeting may have taken place with the same roles and those that are similar to scrum positions, but it would have been lot more bleak. Yes, in both

scenarios, most of the development would have to be destroyed, but in the waterfall scenario, considerably more work would be required to repeat the planning stage. If we had used the Waterfall method for this project, it would have drastically impacted how things were done for the developer alone. If the developer finished the project but realized they needed to make a modification after the tester provided feedback.

If the developer finished the project but realized they needed to make a modification after the tester provided feedback. They'd have to start over and work their way up from the beginning. Also, if the team leader came in while the developer was working and informed him of the modifications, the developer would have had to start over. Most other portions would have been hampered as a result, because until the developer finished his part, no one else could finish theirs. There are a few key factors to consider when picking which strategy to use for your project. Use the Waterfall method if you have a longer schedule and wish to work in a linear manner. You'll need the extra time because if something goes wrong, you'll have to fix it before the others can finish their tasks. If you have a tight deadline and want everyone to be able to work at the same time and provide feedback. After that, go back and improve things, then adopt the agile method. You can do one part at a time with Agile. When it becomes frustrating, take a break and work on anything else until you are ready to return. Overall, it is only important to consider what will work best for your individual project and needs. The charts created for topics like user stories and test cases were the key organization tools that assisted me during this project. This gave me quick access to information anytime I wanted it, without having to go looking for

it. Consider how difficult it would be to go read just a paragraph on what the users want to be included when you're working. Instead, it is broken down by case and is simple to understand. The developer will be able to work more efficiently as a result of this. The ability to work out each aspect while simultaneously being able to adjust them if necessary was the most beneficial principle.

Whenever it comes to overall communication, the product backlog is the most important one. The most significant aspect is the backlog, which allows everyone to see what has been accomplished, what still has to be done, and what each item's priority is. Knowing all of this will definitely assist you in remaining ahead of schedule. This project's agile process resembles a circular in appearance. Everyone gets together to talk about the project. After that, they devise a strategy for completing the task. Then it's designed and developed to make a working base product. Then it's put to the test to see how well it works. Then it's assessed to see if it's working well or not. Then you start over until everything is operating properly. The aspects of the project that assisted the most with this phase were things like the user stories, because they were able to comprehend the product's needs. When it comes to the user stories, employing the agile process for this project was quite beneficial. I was able to listen to one at a time and fill out a chart that summarized all of the data from the user stories in an easy-to-understand way. Then I was able to take what they wanted and double-check it for accuracy. This was quite beneficial because it made everything easier for me in general.

Agile allowed the project manager to easily incorporate modifications that contradicted what the developers were working on. Agile made it so that the developers only had to go back and edit the component and add new information. The element that was modified was the part where the client requested that health and wellness retreats be included as a travel option. This was not what they had envisioned, so they decided to tweak it near the end. Fortunately, the developers were able to make the necessary changes quickly. Daily meetings were the most effective organizational tools for keeping the team on track. The meetings allowed for regular input and conversation at the start of the day for everyone. I know that having regular meetings to keep track of what people are doing and what still has to be done would be fantastic for me. When it comes to school, these are things that I struggle with on a regular basis. Knowing when things must be completed and what must be completed for my schoolwork would be beneficial.

Prior to this session, I had expressed an interest in cyber security. I've always been fascinated by the internet's and virtual world's security features. Consider how serious our problems would be if we didn't have cyber security. So, when it came to deciding what I wanted to study and major in in school, it was an easy decision for me. After taking this program, I discovered that I'm studying precisely what I want to learn and attempting to become exactly who I want to be. This is big for me because a part of me was worried that I was majoring in the wrong thing. The product backlog is an organized tool that I acquired in this seminar and will carry with me. The product backlog, with a little editing, will assist me in any situation when working on a project. For example, when it comes to school, I will be able to keep track of what has been completed and what remains to be completed. My key aims for the future in the computer science business

are to become more structured. It is critical for me to be organized in both my personal and professional lives. When it comes to my personal life, knowing what I have planned for the day is beneficial. Right now, I'm just playing each day by the year, with no specific aims for the day. When it comes to my professional career, being organized is crucial so that I can complete my tasks on time and know what I need to accomplish.