David Wasson

Southern New Hampshire University

Professor Mason

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As we near completion of this course, we have a chance to review and reflect upon what we’ve learned just as a development team would at the end or a sprint or completion of a project. I’ve received an intricate introduction to agile and the roles of an agile team. I’ve learned what the responsibilities commonly are with each role and how they work together towards the success of a sprint. This course will prove invaluable for me as I continue my education and look to obtain a career that matches my goals in the future.

The first role I learned about was the role of Scrum Master. I found the scrum master to be a member of the team that must excel with communication, be knowledgeable, and should have the ability to help coach the team. During the SNHU Travel Project, the scrum master played a big part in the project being successful. When the needs of the project changed, the scrum master asked questions to the product owner and helped clarify what was being asked of the team. The scrum master also communicated the information with the team, ensuring everyone knew what the new needs were. The product backlog was updated by the product owner with input from the scrum master. In this project, the scrum master was truly active in multiple different ways.

Next, I was introduced to the role of Product Owner. This role needs someone with superior communication skills as they are the link between the development team and the stakeholders or users that are the reason behind the project. With the SNHU Travel Project, the product owner kept the team informed of everything about the project, including communicating changes to the project. When the needs of the project changed, they clearly communicated to the team exactly what changes were being made, confirmed the timeline for project completion would remain the same, and helped to update the product backlog based on the importance of the user stories.

The next role I learned about was the role of Tester. This role could very well be the backbone of the team. Without testers, the final release of a product could go very wrong. It’s of utmost importance that the code and final project function properly while encapsulating exactly what the user stories wanted. When there were changes to the SNHU Travel Project, there was a major concern whether the team of testers could prepare to be able to test properly for the new needs of the project or not. Thankfully, the tester was confident that they could come up with proper tests to ensure the released product achieved its goals. I felt it was an important question that displayed how a change would also need to be evaluated in a real-life scenario.

I concluded the course by taking on the role of Developer. The development team is instrumental in the design of the code for the project and creation of the code. It’s important that the development team can collaborate with everyone that’s a part of the project. They must have a great understanding of the needs of the users along with determining what would work best for them. During the SNHU Travel Project, the development team shared multiple ideas, rated the user stories, shared their progress with the entire team, and showed flexibility when changes were introduced to the project. Due to the quality of communication within the team, the developers were able to shift their focus to achieve what the users wanted while maintaining the original time frame and delivering a successful finish of the project.

Following a Scrum-agile approach helped each user story come to completion in more ways than one. First, it allows the team to identify what each user story is and determine its importance to the total project. Secondly, it helps with planning sprints by allowing the team to break down the stories into actionable tasks and allows the team to allocate the resources needed to complete each story. Then during the sprints, daily stand-up meetings allow for communication of progress and to share any concerns. When changes occurred with the SNHU Travel Project, a scrum-agile approach proved most beneficial to the success of the project. The method promoted communication between the team by having a meeting between everyone during planning, daily stand-up meetings, and continuous testing. These events all came together to create an effective process for producing a great product even though there were changes along the way.

Overall, I believe a scrum-agile approach to the SNHU Travel Project was the way to go when working to complete the SNHU Travel Project. Primarily because of the promotion of communication and the flexibility of being able to adapt to the changes that were made to the project. A different approach, such as the waterfall method, wouldn’t have worked as well due to the lack of flexibility. The changes that were made during the project would have caused mass confusion as updates would take their time to trickle down to the team and potentially caused the project to go back to the beginning, delaying completion.