Jesse Alegria

Final Project

June 19, 2023

During the transition from waterfall to the agile methodology, we identified the different team members, learned the roles of each team member, and saw how each member is meant to interact with one another to produce a product efficiently. The roles that are identified within this methodology are Product owner, Scrum Master, Developer and Tester. The developers and testers are typically called the development team.

The Product Owner is the face of the project. Their responsibility is to maximize the value of the product and the work done by the team. They make decisions on the product, interact with users, provides direction to the team, and manages the product back log. This role facilitates the transfer of information from the user to the development team. This is done by having focus groups with users to assess their wants and needs in the product, creating user stories that defines and prioritizes the features of the product, and passing these user stories onto the development team. During the SNHU Travel project, these procedures were done by the Product Owner, in addition to getting feedback from the development team to clarify user stories.

The Scrum Master work very closely with the Product Owner. The main responsibility of the Scrum Master is to make sure that Scrum is understood and enacted by everyone within the Scrum Team. They assist the team by helping the Product Owner manage the Product Backlog, facilitating scrum event, coaching the development team to be self-organized, removing any impediments that are facing the development teams progress, and leading the organization in the scrum adoption. The SNHU Scrum Master had a goal to monitor daily scrum meetings and only getting involved in the meeting when needed. This would allow the team to be self-reliant and stronger as a team.

The developers in the Scrum Team are given a lot of creative freedom to create project deliverables in any way they see fit to meet the standard of the user. Within agile the developer also gets a lot of feedback from testers and users since deliverables are produced often for review. This allows the developer to hone the product to meet the needs of users. The developers of the SNHU Travel project produced a product showing the top travel destinations for the user. Once the product was tested and reviewed, the developers were given notes stating that the users wanted top spa destinations. Once the developers were given this information, they produced a new deliverable based on that feedback.

The testers on the Scrum team are relied upon to check for bugs in the code and to ensure proper functionality of the product. The Testers for SNHU travel communicated with the Product owner to get clarity on the finer points of the site (such as aesthetics) after the functionality standards were met.

The Agile methodology did a great job of identifying critical functionality of the SNHU Travel product by creating User stories. The User Stories are created by the Product Owner after sitting down with potential users and asking what they would like to see in a product. The User Stories highlight the features deemed crucial by each user and that information is then passed down to the development team to be referenced. The Product Owner also can prioritize user stories to help the development team fucus on the most important features.

When faced with interruptions or changes to the product, the agile methodology does a great job at being flexible and still striding to get the end product out at the goal time. With deliverables being created at the end of each sprint, the product owner is able to take information back to the shareholder frequently and evaluate for any changes that may be needed. If changes are needed, the Product Owner brings those changes back to the team and addresses any concerns. Having deliverables available early and often allows for changes to be implemented early in the production and helps those change not have large impacts on the timeline. This is an improvement from the waterfall methodology that produced deliverables late in the production process and left many company open to changes being requested so late in the project that timelines had to be pushed out.

One example of communication between testers and the Product owner is as follows.

*To: Product Owner and Tester*

*Subject: New Plan Information*

*Body:*

*Good morning all,*

*I was hoping to get a start with developing under the guides of the new plan. I have not received the User Story updates yet and I was wanting to know when I could expect those to come in. I also had a few clarifying questions as to the new direction the client is wanting to take in terms of structure. Would you both be available for a 10 minute call some time today?*

*Developer*

This communication can be critical for the entire team being on the same page when it comes to the direction of the product.

When it comes to the effectiveness of the agile approach to the SNHU travel project, I believe it made the process of developing the product a lot smoother. The pros of the this approach are that it continuously advocates for communication to be free flowing through the team, sprints produce deliverables consistently throughout the projects life cycle, and it promotes the individual ownership of work. One of the biggest cons for agile that I saw was the requirement for a full by ion by the company, all the way down to the employee. The reason I see this as a con is that the companies in transition to agile will have troubles in culture shift. Some individuals will want to stick to the old ways of development and this could potentially cause a higher rate of employee turnover.

It is my opinion that Agile was the best methodology for developing the SNHU Travel program.