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7-1 Final Project

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The roles that worked in the scrum team are as follows, we have a Product Owner, a Scrum Master, Tech Lead, and Developers. Starting with the Product Owner, they were the one who takes the responsibility of talking to and showing the product to the client. The product owner also monitored the team members and provided suggestions when they saw fit. Lastly, the product owner relayed any feedback the client had to our team. The product owner was the one who decided to change the travel project to focus on detox and wellness destinations and the rest followed the change. Next up is the scrum master who managed the agile team members (developers). The Scrum master also led the scrum meetings that occurred every week where they received the status of each team member. The scrum master answers to the Product owner and thus receives his instructions from him as well. The Scrum master is also in charge of relaying any issues they have with other team members. Next up are the developers, or agile team members, who are usually a small group around seven or less. This group contains both developers and testers and they will work to make the actual product. They take the information and requirements given from the client which is relayed down to them by the Product owner and make the actual program or software. These members were the one who had to scrap their work and quickly adapt to the new detox and wellness approach on the fly. Last is the tech lead who is one of the developers. The tech lead takes a little more of a leadership role in that group and should be technically strong and know the project well. When team members face a technical issue, they should go to the tech lead.

The SDLC is the software development life cycle and this process has multiple steps. The SDLC for short consists of gathering the job requirements, analyzing those requirements, designing the product, developing the product, testing the product, deploying the product, and maintaining the product. Originally the group operated under the waterfall method which generally very simple and easy to understand as it goes step by step down a list of phases. The advantages of this method are stated above, it is easy to understand and predict what phase comes next. The disadvantages of this system come in the form of not being able to adapt on the fly. If projects are complex and not set in stone or requirements can change, this model suffers greatly. This is why we chose the agile method, which is more suited for complex and larger projects as it is more dynamic. Agile can change on the fly and it’s only real disadvantage is the project costs is not fixed, things can change with a snap of a finger and change is never free.

The agile methodology was crucial in this project as we ended up scraping a huge part of what we did to adapt to the new trending topic which was wellness and detox destinations. We chose to focus on this niche and trending topic rather than placing out a generic top five locations and that is true agile methodology at work. If this was still under the waterfall method, we would have released the top 5 destinations and the product would have been similar to so many others. As I mentioned in a previous journal, I used the video game comparison to why this methodology works so well. Years ago the zombie craze was everywhere. Companies were making tons of movies, shows, and video games about this genre and consumers ate it up. They ate it up so much that they no longer really care for the genre anymore. Why watch or play something with zombies, been there done that a hundred times. A video game called Fortnite were in development of a game for years that focused on a group of people joining together online to build structures and fight off zombies. The game took a more cartoony approach and originally people were excited for it. As development carried on they noticed less and less people cared for the genre and decided to pull part of the team to work on a Battle Royale mode for the game as that was starting to become very popular. To make a long story short, they split the team into two as a small portion remained on the zombie game mode with a more waterfall approach and the larger portion they pulled had an agile methodology as they adapted on the fly and years later can look back and say they created one of the most popular games ever.

For communication with the team, this mainly occurred in scrum meetings or through email. I believe email is best for sensitive or important information as it leaves a paper trail. Here is my email example from the 4-3 journal.

Dear [Name],

Thank you for using [product name] and we would like your feedback on how we can continue to improve it. User input is very important to use at [product name], and we would like to extent out an invite for you to send us a list of features you would love to see on [product name]. In this list template, we would like you to specify the feature and what you would like it to do. We would also like you to give us a number between 1-10 that will show your prioritization of this feature. If it is something you really want now, then give it a 10! We look forward to hearing from you!

[Product Owner Name]

[Link to template]

I believe the chain we had in terms of Product owner, scrum master, tech lead, developers helped the team members understand who they could go to when they needed help or understand. The tech lead was a huge organization piece as this person allows for the team members to have someone they can relate with when they need help on an issue. Sure, they have the other team members, but sometimes you don’t want to bother them as they are working on their own portion. It is part of the tech leads job to do this, so they should feel open to talk to him. Another principle that helped was the backlog grooming and having all members present during scrum meetings. When the group first switched to agile, they hired agile experts to help transition and that was a great idea as well.

The scrum agile approach of the SNHU travel project was very important. Without the agile approach the group would not have been able to adapt and release the top five detox and wellness destinations. I strongly believe in adapting to the market and what consumers want. Why take all this time, effort, and money producing something that when released will already be a step behind as people have moved on from the subject or idea. In this case, so many people already have products out there that go over the top destinations, so it was crucial this team could adjust towards a trending topic by showcasing the top detox and wellness destinations instead. The pros of this method far outweigh the cons in my eyes, but we will go over them anyway. The pros of this methodology are the fact you can adapt on the fly. As we all know, nothing is set in stone and things change. Look at Covid for example and how quickly everything changed months after and now a year after. Agile provides that ability to change and change fast. The cons would I guess be the extra money they could potentially use when deciding to change. The only other con I could see is maybe stress levels of the employees if it turns out they need to scrap a lot of work they did to adapt to the new requirements of the product owner. The agile approach was the best for this project as the topic of the project, travel and top destinations, is an ever-changing subject. The project itself even had to adjust and thus this was the best choice.