Agile Presentation

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Roles on a Scrum Team

Product Owner - The Product Owner is in charge of meeting with the potential clients and discussing what the goals of the project will be.

Scrum Master - The Scrum Master's job is to keep track of notes. I.e. what's being said inside of the meetings with the team and the client. The Scrum Master is also responsible for writing down and making sure that changes that are discussed with the clients are given to the team in an organized manner.

Developer - The Developer's jobs are to efficiently solve the problems that have been presented to them by the Product Owner. The would work more so with other developers and sometimes the Scrum Master for meetings and the Owner for clarification on certain project features and scope.

Tester - The Tester's job is to ensure that the product works as intended under any circumstances by choosing and testing parameters.

Various Phases of SDLC

The Agile Development Approach has several different phases of development. According to Medium, the phases of Agile Development are; Project Initiation, Planning, Development, Production, and Retirement. I would agree with this wholeheartedly as each one of these phases have a lot of significance in the completion of the product.

Project Initiation - This is the phase where the team talks about the project and it's scope along with what the company's ROI will be.

Planning - This is where the team plans the scope and details of the project.

Development - The team creates the project with collaboration with the client, while testing and confirming that the code they've worked on is finished.

Production - The deployment phase of the work where the majority of the work is finished and all the team needs to do is to continue to monitor the product for bugs.

Retirement - This is the final phase where the project is typically decommissioned and and pulled from production.

Waterfall Approach

If the SNHU Travel Project was made using the Waterfall approach instead of the Agile one the end user might not have enjoyed the end product as much. According to SegueTech, one huge pitfall with the waterfall approach is that the development process is much more linear and teams typically don't interact with the client as much as they should. For example, if the team was under a waterfall approach they might not have changed the profile and vacation pages like the users wanted.

Agile vs Waterfall

If I was deciding between an Agile or Waterfall development process I would try to determine how much outside input I would receive. If I was creating a game or a website for my company I would create the project with more of a Waterfall approach. If I was apart of a corporation that was completing a project that was for another person I would use more of an Agile approach to ensure that I can create the project to the other person's needs. An example of when I chose to have more of an agile approach was when I decided to make a website for a customer along with a few friends of mine. After meeting with the client a few times we found it of the utmost importance to keep having weekly meetings and to write down what went down in those meetings as we would constantly forget. The scope of the project did change once or twice to where we had to add in an admin system and an ecommerce store and if we were using more of a waterfall method it would have been much harder to implement the changes that he (the client) wanted. An example where I decided to use more of a waterfall approach was when I made a platformer with my friends and there weren't many changes that happened as we planned out the scope and basically the whole project from the beginning.

Works Cited

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