Chada Tech

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SNHU

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Chandra Tech is always looking to do what is best for their clients while bringing the best software on the market. We have had plenty of success over the years, however it is time to rebrand. Chandra Tech is looking forwards in ways that would get rid of waterfall for our project in for agile method. The waterfall method has done great work in the past, but now as we continue to grow and gain new clients it is time to hang it up. The agile method will allow us to be more flexible while working on projects. This report you will see roles, stories, projection completion, collabo, scrum events, pros and cos, and finally give you a better understanding of why moving to agile is the best method for moving forward.

“A scrum team is a small and nimble team dedicated to delivering committed product increments. A scrum team’s size is typically small, at around 10 people, but it’s large enough to complete a substantial amount of work within a sprint” (Drumond). Agile teams consist of a client, product owner, scrum master, developer, and testers. The client is our customer that we work with during timespan of sprint. This role allows us to meet with their team members to get users stories. The most important thing for our clients is they give us updates on any last-minute changes to a project. Product Owner work with our clients the most during the stretch. They are the middle ground between the client and our task force. They get our user stories, give updates about the project, and if any major updates need to be done. In other words, think of them as our operation manager. The Scrum master on the other hand is our manager. They work with the product owner and sometime in the beginning work with the client to figure out what team they will need. The Scrum master spends most of the time with the testers and developers. They hold scrum meetings every day and make sure that goals are being reached. Finally, it comes to our final two which are developer and tester. The reason I am talking about them at once is because they work together the most. The developers create our programs while our testers make sure the program is working properly. Both these members stick together and come up with plans at both ends to end on the right product.

User stories are ideas that help develop a good template for the software. As mentioned, before the user stories are asked early on with the product owner. During the user stories the product owner and the client work together to talk to the everyday user about what they want. We do come in with prompt questions so we can at least have something that is not going off topic at least. During each meeting with the product owner, he writes down key ideas on what the user wants. After that service is done the information would be added to separate user stories in the database. The product owner will investigate the stories to find any common stories and combine them and separate the difference. Once completed they pass the information to the scrum master, developers, and testers. This will allow the team to know what the task holds for them. For example, SNHU Travel developed a test where users want to have a slideshow that can be modified from low to high. The developers will make that while the tester will find ways to make sure that is happening correctly.

Interruption happens sometimes while working on projects. You hate to see them especially towards the end because they cause some reworking. If this was a waterfall method, flexibility would be nearly impossible because everything has a set point that we cannot go back to. Agile, we can work around everything if the project is not a complete remodel. We experienced a switch up from SNHU Travel because this year they wanted to focus more on therapy/relaxation vacations this year. The team did find it frustrating and a little lost at first because they thought they were going to have to scrap everything. Our product owner did a great job and told them that we already have a lot done that the client still wants. Instead of these CruiseLine in the original plan we will change them to the current idea and do our testing from there. We did not have to extend the project out time because we have been setting up a checkpoint for each sprint of the week. In the end we had a good product that both parties could be proud of.

Communication is key to any project. Without it, we would have people doing things early or doing something wrong. Agile, we have plenty of ways to keep everyone on the same page. Everyday Agile method has a 15-minute scrum meeting. This is a time where everyone can talk about what they have done and what needs to be done. If questions occur, they will be noted, and they will have another meeting about those topics to have more in-depth answers. During the meeting too everyone does speak, and they give input to each other. Is it crucial for everyone to be there on time because this is the only time that everyone will be together at once. Outside of meetings they have software like Jira that allows setting up virtual Kaban that all members can see. The product owner can create all the projects that are being done during each sprint. Members can add documents and their development of the software. Kaban is a great way of communicating and documenting goals because it is all on the main page. You can show the progress and show what areas are completed. Jira ties that and allows the members to communicate on it too. Which is important, especially if we have teams that are not based in the office.

It is not all positive while using the agile method. This method too has issues when team members do not work together. Not attending meetings on time, not giving feedback, and not being interested can make a sprint a marathon. This is why it is key to motivate a team and set up small goals even within the sprint. We even had some issues on the customer side when plans changed at the last minute. Moments like this can cause panic throughout the team. Agile tends to be flexible with this change because it was a matter of just adding another vacation type and making that the focus.

To end the topic, I would like to say that one method is not better than another. Longer projects I feel it would be better to have a waterfall method and stick with agile for the smaller ones. From my studies and experience over the past few weeks it would be best to settle with both. You are going to have times where a waterfall is better. These methods should be on a case-by-case standard. These are all tools at our disposal and as time goes on new methods will appear. Especially since we have been moving into the day of AI. Companies like Walmart have been using that for their employees' jobs.

References

DRUMOND, C. (n.d.). *What is Scrum? [+ how to start]*. Atlassian. <https://www.atlassian.com/agile/scrum#:~:text=A%20scrum%20team%20is%20a,of%20work%20within%20a%20sprint>.