7-1 Final Project

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In the different parts entailed in the Scrum-agile Team experience, each part plays a significant role in completing the task given for each project and from specific clientele. When roles have been distributed amongst the group, they all share a holistic mission to examine each part of what needs to be accomplished and differentiate measures in which it takes to do so. In identifying each role, the list goes as such: the Product Owner, Scrum Master, and Development Members. These development members can also include the Product Designer, Writer, Programmer, or Tester if necessary. The roles in the Agile techniques and the Scrum schematics should be seen from the viewpoint of responsibilities given at the beginning of each meeting. These title roles do not reflect the actual job titles and should not be considered as such. The Scrum responsibilities should be dispersed among existing team members and assigned with the tasks to follow project management activities as well as technical issues using Agile principles (Raza, 2021).

There is a possibility that due to mistakes during meetings and the lacking of proper roles, the waterfall approach might still have to be relied upon. That kind of approach to accomplishing different projects can project unsuccessfulness because of the negativity that can be produced by following its ordinances. Therefore, as a team, there needs to be research in what goes on in each part and a continuous interpretation to be discussed on how it relates to the SNHU project at hand (Raza, 2021).

In the beginning, the Product Owner takes on the lead of where the project goes and attends to the clientele in what they need accomplished in their result. The Product Owner also represents the shareholders of the project at hand. Their role is primarily responsible for positioning the orchestration of product development or project progression. The Product Owner

finally ensures that product development translates into value for the shareholders, which makes their role a definite responsibility (Raza, 2021).

Secondly, the Scrum Master takes the entire team under his or her wing as a support system for all to lean on. The Scrum Master extracts his or her instructions from the Product Owner and makes certain that each individual task is done correctly and efficiently. The Scrum Master handles outside partnerships from within the organization and helps the implementation of the Scrum schematics become successful. He or she stands by the changes to occur from within the team and corresponds with other shareholders to accumulate absolute necessary supplies and materials. The Scrum Master also sets up the backlog so that the result in the performance of the team can be at its prime. Most indefinitely, the Scrum Master requires absolute commitment and respect from the team members as well as the Scrum Master will reciprocate the same towards the members. Through these proceedings, the Scrum Master can best identify and locate the exact approach for product growth and success (Raza, 2021).

The team members are composed of specific individuals that take on tasks and responsibilities “including but not limited to product development” (Raza, 2021). They come together for a meeting and come up with a several forms of an ideas and create a tactile product with specific outcomes and requirements. These members can consist of a “Product Designer, Writer, Programmer” or “Tester” (Raza, 2021). Each of these members can play a key role in the completion of each project under turn.

In taking the terminology of software development life cycle, (SDLC) Agile SDLC methodology goes for the theory of segmental development and all the necessary differences. They are specifically mentioned with certain developers, project owners, clientele, and other people to make all the necessary adjustments (Bhatt, 2020)

The agile methodology also requires some severe attention for every prenotion made and participation from all team members is expected. The work is separated into different parts called “sprints” and each basic sprint is examined before going to the next step to be renovated and alleviate the entire project from testing at the termination point (Bhatt, 2020).

When I took the role of Product Owner, I utilized SDLC pretenses in my approach in getting to know my team:

“Ok team, as the Product Owner, I have a few ideas on the transitioning phase we can take coming from a Waterfall approach to an agile methodization. We can focus on the idealism of training. From coming in the practice of going through, non-stop, each project and not looking back, we can now train and go through the projects with small sprints. Between each "sprint" we can discuss how we are doing and come out with a more finished product for the clientele. If we continue to train ourselves to do this form of work, the transition will become less uncomfortable, and we also get to know each other better in between. In training, also the project manifesto can become clearer, and then other practices can bounce out of the training less complicated (4 Ways To Ease The Transition From Waterfall To Agile [0.25 SEU], 2021).”

I knew that by utilizing that form of methodology, our communication level would be up to par and successful. I also knew that because I was specific enough in my detail, my point would be easy to follow.

In the changes that occurred from within the meeting, the changes were extremely small. Therefore, the difference in changing the planning was extremely minimal and the team was able to continue with the current approach the team was utilizing. The changes that were made only included different pictures to be shown and different places, of course, that satisfied what the customer or clientele asked for. It was only a matter of making those small changes and making sure the program ran as expected.

In the group that was created, the Scrum Master, Product Owner, and a Developer were the ones presented for group discussion. The Scrum Master and the Product Owner made doable sprints for development and there was always the expected amount of work to be completed. The developer chosen worked in an Agile environment and was required to view and test different codes. In the completion of the testing and recognizing the role of tester, that gave everyone on the team a better knowledge of the product and its outcome.

The needs of the team, outcomes, and prioritization were necessary to be addressed from within the Development meeting. There was the possible chance that through Scrum/Agile activities, the team could go through things too quickly. Going through all the steps in the team’s own good time and asking how people are feeling during the “sprints” was an absolute necessity to see where the team was in progress. That way not only the product could result in a more improved product, but the clientele can see how much emotion the development team was putting into utilizing the tools of creating the product. Also how much feeling was revealed in the completion of the product could be recognized by the clientele (The Project Manager’s Guide to Mastering Agile: Principles and Practices for an Adaptive Approach by Charles G. Cobb (2015–01-27), 2021).

The pros of using the Scrum were vaster than the cons of the Scrum. The aspect of being able to use “sprints” in the process would allow the team to go from base-to-base examining and reexamining when needed because of the fact the team could go back and forth through the process. It would also allow more discussion to get to know each other more personally instead of a mere business relationship, which reflected positively on the outcome of the finished product (2015).

There were a few negatives needed to be observed, because of the possibility the team could go too fast and focus on too many projects at once. That might call for utilizing Waterfall tactics and just stay on one project, depending on the magnitude of how large or small each project would turn out to be. Also, sometimes if there was a deadline that called for a no turning back scenario, that might turn out to be a con of Scrum approach, because of possibly laziness in having the option of going back to many times unnecessarily (2015).

In conclusion, utilizing the Scrum approach was the best at the beginning. Going through the Waterfall approach would have been a less personal tactic and not have allowed the team to get to know each other. Also, at the beginning of any project, the team needed the balance of being able to go back and forth through a project and share more ideas that could help to improve the product of the clientele. Because the SNHU travel project changed and didn’t stay the same, there needed to be the possibility of going back and share other ideas to create the best and most creative completion of the said project. It was appropriate, but, if necessary, the team could always go back and forth from Waterfall to Agile and still be successful.

References

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