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7-1 Final Project Submission

The first section of this paper will explain how the various roles within the Scrum-agile team specifically contributed to the success of the SNHU Travel project. Firstly, I will identify the four roles this team consists of and present them, respectively. The first role in the Scrum-agile team is the Scrum Master. Then following that is the product owner. After that, we introduce the developer. And lastly, the tester. These four components make up the Scrum-agile team and incorporate countless attributes that lead to the success of the SNHU Travel project. The Scrum Master helps facilitate countless distinct aspects within the agile development process. This included management of the Product Backlog, helping the team (Developers and Testers) understand key concepts within the Product Backlog, and embedding intuitive and empirical product planning among the development environments (Cobb, 2015, p. 36). The Scrum Master also helped to organize Scrum events, including countless involvement in Sprint Planning, the organization of Daily Stand-ups, Sprint Reviews, and Sprint Retrospectives (Cobb, 2015, p. 41). The Scrum Master helped to develop the Team Charter for the SNHU Travel project, which suggested what the business case/vision was, our mission statement, introduced the project team, success criteria, key project risks, rules and behaviors, and communication guidelines. These set a precedent for the development process of the entire team. The Scrum Master may also implement top-bottom or bottom-up approaches to help facilitate the team’s goals and achievable outcomes throughout the SDLC process (Sliger, 2012, p. 1). The product owner's sole responsibility is the management of the product backlog. This Product Backlog includes the ordering of items to achieve goals and missions; optimization of the value of work for the development team; ensures that the Product Backlog is visible, transparent, and clear; shows what the Scrum Team will work on next; and ensures the team understands items in the Product Backlog to the level needed (Cobb, 2015, p. 35). In the SNHU Travel project, the product owner was responsible for creating the user stories within the product backlog. The Product Owner was also responsible for meeting with users to optimize feedback in the creation of the user stories. The Product Owner implemented differences in priority for the number of tasks listed within the Product Backlog. The next role involved with this development is the developer. The developer takes input from the tester and the product owner, respectively, and applies this through coding and various other forms to construct the necessary implementations for the client (Cobb, 2015, p. 38). The developer was heavily involved in the communicative aspects by applying the skills known to satisfy the product owner's requests and implementing the testers' feedback to address user stories. Lastly, the tester role played an integral part in the development process. This process included the revisions of user stories and communication with the product owner and developer (Cobb, 2015, p. 38). Through testing, the product would put through various iterations to satisfy the client's needs. In the SNHU travel project, the testers kept a record of implementations that needed address, whether links were ineffective or other forms of feedback to better assist the developer. Throughout the SDLC, there are countless ways in which the implementation of these steps occurs. These described as "The Sprint". The Sprint consists of multiple iterative cycles which include constructing user stories, daily scrums, and various other forms of constructive implementation. Sprint planning marks the beginning of the sprint. This planning has two parts: one being the team setting deliverables and the second being identifying the tasks that must complete to deliver the agreed upon user stories (Agile Learning Labs, 2020, p. 1). The importance of this is to make sure defined steps are orderly and timely. The next step in the SDLC is the Daily Scrum. This step consists of short meetings that debrief which tasks need completion, which tasks expect completion by the next daily scrum and identify any obstacles that are slowing the individual down (Agile Learning Labs, 2020, p. 1). This way, issues can address, and accountability can uphold within the framework of the team. Another critical step within the SDLC is the Story Time-Product Backlog Refinement. During this time, discussion will be prevalent on improving the stories in the product backlog. These are not stories currently in the backlog, but ones that are in development or future stories to add to it. This is important for keeping tasks available for the team, and it helps to create a more efficient work environment (Agile Learning Labs, 2020, p. 1). The Sprint Review is another step within the SDLC. This step consists of stakeholders and other public individuals regarded within this development to join in on the opportunity to highlight how the product has incrementally improved. Through this step, it can help build a stronger relationship between the client and the team, and it can reorientate the team's drive. Understanding the clear motives by the team can help keep the client at ease. Lastly, Retrospective is the last SDLC step. This is a dedicated time to focus on what information is present during the sprint and how that learning applies to make further improvements (Agile Learning Labs, 2020, p. 1). Retrospectives are important under the notion of a terminated sprint. This helps the team to understand why the termination of the sprint and helps to keep team morale high for the next projects or tasks. The ability to communicate effectively with the team is important for the SDLC to be effective. There were countless ways in which we communicated. One being email, daily stand-ups, and other forms of communication, testers were in constant communication with developers and product owners to convey how the implementations needed to be. [Scrum](http://www.implementingscrum.com/) suggests that you freeze the requirements for the current iteration to provide a level of stability for the developers (Amber, 2005, p. 1). The product owners also communicated to the client and helped facilitate the necessary revisions to convey a clear and concise direction for the project. The Scrum-agile approach supported project completion when the project interrupted and changed direction by the constant communication. [Scrum](http://www.implementingscrum.com/) suggests that you freeze the requirements for the current iteration to provide a level of stability for the developers (Amber, 2005, p. 1). Also, if someone during the daily stand-up was struggling with a certain aspect of their objective, they were able to convey this to the team, and various forms of input apply. In this way, everyone would be able to contribute and effectively solve the issue. This kept the project on track and helped to alleviate any pressure from the objectives. The principles involved during scrum include variability and uncertainty, prediction and adaptation, validated learning, work in progress, performance, respect, and openness (Cobb, 2015, p. 52). These are few of the principles that uphold within the agile framework to obtain a more efficient and reflexive approach during the SDLC process. During certain scrum events, whether they be daily stand-ups or retrospectives, it is important to uphold these principles and values. Openness, integrity, and having validated learning are important to understanding how to progress through this SDLC process. The pros of the Scrum-agile approach during the project included its effectiveness and efficiency, the communicative aspects, and the robust nature of the agile approach. The cons include being reliant on respective roles, being hard to implement when talent is scarce, and that it is heavily reliant on process to be in place, including scrum events and proper leadership. The Scrum-agile approach was the best approach for the SNHU Travel development project because it helped ensure the product would be what the client suggested. It was also beneficial to use this approach because it helped to adapt to the competition and to be more presentable to the client at the various steps within the SDLC process. Overall, this approach would lead to a more successful product, and it would help to incorporate the countless morals and values seen in today’s standards as proper etiquette for ethical coding and practices.

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