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CS 250

Module 7 Final Project

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Throughout this class, I have been introduced to each team member and their role within a scrum team. I had the opportunity to learn about the scrum master, product owner, testers, and developers. Furthermore, I had the chance to work from each role.

First and foremost, the scrum master is a very important role. A scrum master must be a person who exhibits great organizational skills. One key role the scrum master plays is helping the entire team stay on schedule. This can be done by way of sprint planning, daily scrum meetings, sprint reviews, and sprint retrospectives. Before every sprint, the entire team would plan to meet and discuss the upcoming sprint. This is referred to as sprint planning. Sprint planning is essential to the overall success of each meeting. There should be no wasted time throughout the project’s development. During the meeting, priorities should be set in place and the team should review and revisions to the original plans. This will help cut time that may be spent on correcting any errors or revisions too far into the development process. By doing scrum meetings daily, it would give excellent status updates as to each task at hand. This is also a great opportunity for any team members to raise concerns or obstacles they may be encountering.

The spring review occurs just prior to the retrospective. The sprint review is to be completed by the entire team. Once completed, it should be presented to the project owner for review. The retrospective is another team effort that takes place after the sprint. This will give the team the ability to review their overall status of the sprint, and what went correctly compared to what may need adjusting. This is a crucial step to ensure the project continues on course and does not need further adjustments.

Below the scrum master, there is the product owner. The product owner is responsible for not only handling the customers, but also having professional relationships with the entire team. When it comes to the project development, the product owner has the decision-making power to handle anything that should arise. This is due to the fact that the product owner keeps both the end user and the business in mind. The product owner should remain an advocate for both parties throughout the development process. The product owner should also hold a firm and comprehensive knowledge of the subject at hand. This will help the product owner communicate with all the parties involved.

Furthermore, the product owner has the ability to make priority orders for the team. Even though the product owner can make priority orders, it is at the team’s discretion to determine what is and is not a true priority. When determining what is a priority task, the team can utilize user stories. User stories are interviews that help the team understand what the end user may like or dislike about the project so far. This helps build a list of wants and needs. After the sprint, there will be the sprint review to pass along to the product owner. This review includes what has been completed so far and ensures that the project is on track to satisfy all the user’s needs.

Another key member of the scrum team are the testers. The testers play a vital role in solidifying the product and ensure it meets all the necessary criteria. To do this, the testers must take the user stories and create multiple test cases in which they can determine whether the task passes or fails the test. These test cases would be used for nearly all aspects of the product. The test cases would essentially contain all the requirements needed to pass, thus showing the testers any failure if these were not met. If there should be any confusion, the testers should reach out directly to the product owner for further clarification about the user story.

Developers also play a key role in the development process. Developers must remain organized and cross-functional. They must also maintain the backlog and be able to work through it. The development team also receives a list of tasks in order of priority, although it remains at the team’s discretion on the order in which they are handled. A typical development team is between 3 and 9 members. Once again, communication is vital to the team’s success. If any changes are to be made to the project, each team member should be made aware in a timely manner. Furthermore, if there are any questions or concerns from team members, they should be addressed to ensure the smooth operation of the development process.

As for our SNHU Travel Project, I believe that the scrum-agile approach has proven to be most effective. As with anything else, there are pros and cons to this approach that ensure it is the appropriate choice for the team. Some of the pros include quick product delivery, adaptability, ability to collaborate, continued improvements, and less prep work being needed to begin the project. With the entire project being broken down into sprints, this allows for the team to stay focused and share their knowledge quickly and uninterrupted. Each sprint is an opportunity to implement new tasks or a new plan moving forward. This is also an excellent time to address any issues the team may be having. Conversely, there are some cons that are associated with the scrum-agile approach. One such con being the fact that this approach is better suited for a project which has very solidified goals. If a project has a rather unclear goal, there could be some issues that slow down the overall process. One such slow down could occur if the team is not continually updating their goal boards. This may result in delays and raise the possibilities for the project to fall behind the deadline. Personally, I felt that that this approach was the correct one in order to complete the SNHU Travel Development project.