In the scrum-agile process each team member has an equally important role. As a product owner it is your job to meet with clients and the rest of the team to go over software specifications. Also, the product owner is responsible for keeping a constant line of communication with the team and clients to ensure necessary changes are made as needed to the software. Another aspect to the product owners’ job is to market the software they are developing. As you can see, a product owners’ job is essential to the process as they find the clients and without clients the software would be a waste of time to develop.

Next on the team we have a scrum master, the scrum master has many roles in the software development lifecycle as well. One of the scrum masters’ important tasks is to meet with the clients with the product owner. This is an important stage in their role and important for the whole team as the scrum master can then better understand what needs to be done and how. Another role the scrum master has is to make sure that the team stays on point with the development and can address and problems along the way that arise or could arise. The scrum master also hosts daily meetings with the team to keep a constant check on progress and to address any problem areas.

Finally, we have the development team themselves. The development team in scrum is a small self governed team of developers and testers. Of course, the scrum team is crucial to the software development lifecycle because they are the very ones developing the software. The development team generally has their own dedicated testers for the project. The development team attends daily scrum meetings to discuss what needs to be done and what has already been done with the scrum master. Something that really makes the development team more unique in their role than most other careers is while the scrum master is technically their supervisor the development team is self-driven which means the development team is generally a very empowered team of skilled individuals.

Scrum can also be handy when completing user stories as well. User stories are examples in the software that shows you an example of how it works. When using scrum to complete user stories it is easy to find all your information saved from each note and you can plan accordingly on how to complete the story. A user story is an end game task in the software development lifecycle.

Scrum/Agile methodology is definitely a preferred method because of its ease to change or correct things, unlike waterfall that only goes forward. When working on a project such as the SNHU travel team project sometimes the client will change their mind on what they want to see, sometimes multiple times. With agile it is a lot easier to change directions and make the necessary changes per client request whereas in waterfall they would basically have to start over from the beginning again just not make a little change. With the scrum/agile method it is easy to see what needs to be adjusted when and where to easily adjust per client request.

Clear communication is a big factor in the scrum/agile methodology, and example of the communication is enclosed here:

***Email to product owner:***

Hello, (insert name) I hope all is well with you!

I am emailing you in regards to (insert name of project) and whether you have had a chance to get some more information from the clients and what all they expect to see in their software? Also, we should set a time to meet with our team to discuss all the details with them so we can get them started on the software. We should also stress to our tester(s) what the software is expected to do so they can keep an eye on that process.

Get back to me when you can.

Thanks,

(Developer).

This is an example of how I began communication with the product owner at the very beginning stages of the software development. This was a short and sweet email to ensure we had a meeting to meet with the clients so go over software details so we could go ahead and get started on the project.

Two great tools in the scrum/agile methodology that I like to use would is the scrum meeting boards and burn-down charts. The scrum meeting board is very essential to the process because it can be used to show all the tasks that are completed, in progress, or not started yet. You can also use the scrum meeting board to make little notes for question areas that need to be addressed separately. A burn down board is another form of a scrum board that can help track progress automatically instead of manually and they are easier to access than trying to find through an email. The burn down chart shows work left to do vs time left to do it.

Scrum/Agile definitely has its pros and cons as everything else does. The pros have already been discussed earlier, pros consist of thing such as: easier to make changes on the fly, easier to find and correct errors before it is too late, scrum involves the client so they can ensure maximum quality that the client would want to see, constant communication, and many more pros. Scrum/Agile method us not without it’s cons however, some cons include: the scrum master is required to believe in their team (as they do not technically directly supervise the team, the supervise themselves), there is no specific deadline so things are constantly being changed in the requirements of the software, it is suited mostly for small experienced teams and relies heavily on everyone in the team, also if a member leaves the team it really hurts their productivity.

Personally, I would say the scrum/agile methodology was the best method to use for the SNHU travel team because for this project it was something that constant communication was very necessary and constant changes were also made. With waterfall, as many times as the requirements were changed it would have taken a lot longer to complete the website as they would basically have to restart every time a change was made in the software requirements. Also, with using agile, it will he easier to go back later and change other things as needed for the SNHU travel team.