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Chadatech is a software design company that recently transitioned from waterfall methodology for their development to an agile methodology development cycle. Throughout the CS-250 course I acted as a member of the scrum team for Chadatech, working in a different role every week. The goal of this scrum team was to produce a product for SNHU Travel. Specifically, SNHU Travel requested that Chadatech produce an application that allows the customers of SNHU Travel to book travel packages, as well as see information about the packages, and be recommended specific travel packages based on what’s trendy. As a member of the Chadatech Agile Scrum Team, I worked under each of the roles of the Product Owner, the Scrum Master, the Developer, and the Tester.

To begin, in my role as the Product Owner, my main expectation was to be responsible for creating the product backlog, and ensuring that the team knows their expectations, as well as ensuring that the client’s needs and wants are properly met. The Product Owner is the first line of contact between the client and the rest of the Scrum Team, and so it is incredibly important that in fulfilling their job, they make sure to be effective in communicating the client’s needs and wants to the rest of the team. One of the primary ways the Product Owner can go about doing this is through user stories. User stories are short descriptions of a specific feature that the client wants to be implemented on their product. A successful product launch using Agile Methodology requires the Product Owner to write effective user stories so that the rest of the scrum team can properly implement the clients vision.

The next role I took on was the Scrum Master. The Scrum Master’s main role is to facilitate the sprint process, as well as ensure that a steady line of communication happens throughout the team. There are several different methods to ensure that proper communication happens, such as holding meetings, using an organizational tool system, or by encouraging communication between individuals whenever necessary. The Scrum Master holds a daily Scrum meeting every day, where all members of the team discuss what they did in the past day, the issues they encountered, and the help they might need from the other team members. There are also other types of meetings, such as sprint planning, sprint review and sprint retrospective meetings, which are related more to the sprint process in order to plan backlogs and rework new backlogs after each sprint. Another important tool is the use of organizational tools, like Microsoft Azure Boards. These allow for a forum like interface for everyone on the scrum team to interact with, see the backlog, pose public questions, ect. It allows for quick methods of communication to each team member and allows for points of reference after each meeting. Finally, the Scrum Master should also encourage 1 on 1 communication between team members for any issues they encounter. This was primarily done in this sprint through a team member emailing the respective other team member with the question in mind that they need answering. These forms of communication are part of what makes Agile Methodology so efficient and are incredibly necessary for the success of the scrum team.

The next role I took part in was the role of the tester. As a tester, I didn’t just test the product that was produced by the developer team, as I actively collaborated with all teams to improve the product beyond simply testing the results. The tester works with the developers very closely, and ensures that the user stories are being followed, as well as potentially working on the product with the developer. They also work with the product owner to help make sure the user stories are accurate, and develop test cases of what the user story should result in the program doing if it functions correctly. Beyond this, they do also work with the developers to ensure the program has no issues, in a format called test-driven development. Test-driven development allows for testing to be done before the code itself is even written, where the product is tested for a test case until the product eventually passes the test case. This allows for more efficient testing as issues can be stamped out before they are even a problem as the tester is involved with the development process from the very start.  
 The final role to discuss is the developer. The developer is responsible for creating the product for the client. The development process for Agile methodology is iterative and allows the developer to constantly improve on their design, unlike Waterfall methodology, where the developer works on each part separately and then moves on when finished. This iterative process also ensures that when the client requests a severe change, the developer is capable of producing the change. This kind of issue happened in the SNHU Travel site, where the client requested we switch from making a list of travel packages to pick from on one screen, to making the site display a slideshow of one travel package onscreen at a time, as well as making it so that the site didn’t rely as much on general trendy packages, but more mental wellness focused travel packages. These kinds of changes late into development were able to be achieved because of the iterative process of Agile Methodology, and the constant line of contact the Product Owner had with the Client. If ChadaTech was utilizing Waterfall Methodology for the SNHU Travel site, then it’s likely that it would have been a nigh impossible task to handle an interruption from the client like that.