

The organization of scrum-agile teams is very important for its success in any project at scale. However the process of scrum-agile is perfectly laid out in the agile manifesto and the guidelines are pretty clear for its organization. Each team member plays their own special role in the agile teams. They all have a key role to play and are interconnected with other team member's success. First I want to start the paper with one of the main goals of agile which is to satisfy the end customer or client. To accomplish this it is listed in one of agile's principles that "The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.". Therefore communication is the bedrock of how this organization is laid out. To begin with each key team member we must start with the product owner. The product owner is essential for every team to have and they facilitate multiple responsibilities in the team. Often the product owner is responsible for the business side of things and maintaining the vision of the product while also keeping an eye on the return of investment. The product owner also owns the product backlog and writes the user stories which are critical for the success of the project. In addition the product owner also maintains the acceptance criteria and allows for any changes to happen. The product owner can also control the sprints as they have the right to cancel them as well. With all these responsibilities given to the product owner it makes them one of the most essential roles in the scrum team. Next role that is essential for the success of the scrum team is the scrum master who monitors how the agile principles are being implemented while mentoring and helping any team member in need. He is also the facilitator and the "servant leader" of the team who will encourage the self-organization of the

development team. One of the big responsibilities for the scrum master on a day to day events are the daily scrum meetings where all the important tasks for the day are discussed and implemented. The scrum master during these scrum meetings are also responsible to facilitate the conversation between the team members. This is a very important role as day to day events often get ignored but to see the scrum master be a part of the day to day events while often keeping track of other's progress is also what makes them a key member of the scrum-agile teams. Lastly another key member of the agile teams are the development team who are basically the soldiers and they accomplish the tasks that were needed for the day and conduct the sprints. Through the help of the scrum master the development team continues to create a self-organization and complete all the necessary tasks that were set out for the day. This makes the development team which could comprise "software engineers, architects, programmers, analysts, system admins, QA experts, testers, UI designers, etc". All these roles essentially make the development team a key asset of any scrum-agile team.

The scrum-agile approach streamlines the SDLC or the software development life cycle in many ways as it lays out multiple guidelines for the success of a project. However when it came to user stories, the scrum-agile approach streamlines the success of user-story by creating this mechanism for its success. For example the process of the product owners creating the user stories and then the testers testing the user stories after the developer fulfill the user stories are all an what makes the scrum-agile approach so streamlined.

The scrum-agile approach really helped with the project completion of my projects in the past as it allowed me to stay flexible for change and plan the project to its completion. It also gave me guidelines to follow to help with the completion of the project. The agile approach

allowed me to stay pretty flexible with the project as the user stories are able to be revised. The scrum-agile approach also allowed for great communication between the key members. As stated before this is one of the main fundamental values of scrum which is face to face communication. Therefore in the past projects the face to face meetings occurred in the slide-show. In these slides the product owners often relayed the news to everyone and often the face to face interactions were kept up throughout the projects between multiple members of the scrum.

Throughout the project we also made journals to keep track of all the work of different members. Some of the communication tools I used for the project were email and face to face communication as agile really prefers the use of face to face communication over anything else. The scrum-agile approach definitely had pros and cons related to the projects we were creating. Some of the pros that came along with this approach was how quickly we could fulfill the user needs via a quick viable minimum product. Another pro to this approach was how it allowed the organization to quickly shift when there was a change that was going to occur. Some of the cons were that sometimes the developer didn't know what to expect and this meant they had to make quick shifts as things changed pretty quick during the SDLC. Ultimately I believe the agile-scrum approach was a really efficient process for the SNHU travel site and it allowed the team to successfully handle changes even as the project was coming to an end. This is ultimately possible through the power of the agile-scrum approach.

References:

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