Final Project

Jeff Baker

CS – 250

CS – 250 has taught me quite a lot, not just with new information on Scrum-agile methodologies but the mindset on how a development team functions as a whole. As with any business or team, from the front it appears quite simple. You have a team of people coming together under a common goal but when you break down and realize each person within the team is unique and has his or her own purpose in order to fulfilling what Is being asked. In this case the team consisted of a Product Owner, a Scrum Master, Development Team.

**Product Owner**

As a product owner I was responsible for “owning the project”, where I ensured that communication between my team members and I flowed freely. I helped set SMART goals as well as ensured that my team knew about tasks, backlog items, ordering those items and optimizing the work for my team. I also ensured that my Scrum Team was able to easily see the product backlog and ensured that there was communication to the development team, ensuring that they knew what items were in backlog and what was needed from items in backlog. User stories in this case were vital to the teams understanding and connecting with the userbase. Using the user stories would help with going above and beyond what I am capable of, using those anecdotes to inform my team and I and giving us an outside look in.

**Scrum Master**

In my point of view Scrum Master ensured that the team was maintaining best practices, but also ensuring that all members would be as effective as possible with their time. I facilitated multiple events as the Scrum Master, those being: The Sprint, Sprint Planning, the Daily Scrum, the Sprint Review, and the Sprint Retrospective. All of these came together to maximize the team’s effectiveness.

**Development Team**

In the development team, developers work closely together and alongside one another, in this kind of team setting I found it really important to keep in constant communication with the product owner by asking a host of questions and answering questions as well in regards to product backlog. I also communicated my need for anecdotes and user stories to optimize the project to fit exactly what was requested/required of me. Using concise and straightforward communication, such as email, I would be able to get the information that was needed to my team and I and then work on the Agile process to give ourselves a framework to work on smaller tasks leading to bigger ones.

User stories are sort of like simple notes that fit on a post it note. They convey a general explanation of a feature that an end user or customer would like to see implemented. User stores are added to sprints and one by one completed get completed throughout the duration of said sprint. From my experience we used user stories to apply simple demands from the end user such as wanting to implement a specific way to feature to vacation by type.

Agile is a lot different than say the waterfall method specifically of the layout of events. Agile is built up by sort of a bunch of building blocks to make a total picture. If one aspect needs to be changed then that can be address in a short meeting with the relevant members unlike with waterfall where it may pose a much bigger threat. For example when we were tasked with changing the output of pictures for our vacation catalog, due to the project being agile it was relatively easy to set up a meeting and apply said changes.

Our team primarily used Azure Boards and Jira in order for my team to be successful. Jira was a huge help especially considering we were a new team together especially regarding agile. It allowed us to easily start up and slowly turn features on as we got familiar with the software. Jira was very large in being able to effectively complete our sprint planning. Azure boards was also extremely helpful since it natively came with support with agile and scrum in mind. Nearly every step of the sprint, sprint backlog, and sprint review all revolved around using Azure Boards.

The agile method prioritizes a quick delivery, adaptability to change, and collaboration with the whole team can follow a plan. Everyone is working closely alongside each other allowing for ample communication. A con I have seen is that sometimes members can get bombarded with what seems like endless meetings and stand ups but are vital for the overall completion of the processes. I believe that the agile approach was very easy to pick up and learn and better for the overall team.