Final Project

When we look at the scrum agile team, we see everybody different roles and why each of there roles are important and essential to the team. We will start off by talking about everyone roles in the team, the first one will be the product owner. Now to keep it simple the product owner's role is to keep everyone happy, which would be the client, the stakeholders and obviously the team. The owner is trying to be as transparent as possible and informing the team of upcoming changes that the client wants. A scrum masters role is essentially to be a coach for the team to give organization and understanding, and to help out the team in any difficult challenge they might be facing. As a developer their role is to gather enough information from the clients and listen to the product owner for any changes that might arise to the deliver a product that the client is asking for. As the tester it's their job to test everything to make sure everything is in working order, to write notes on the backlog saying that the product was doing what it's supposed to be doing.

When I was a product owner it was my job to ensure everybody was happy and that they would get transparency my goal was that there was no confusion between everybody. I was trying to collaborate with this scrum master. To touch bases with them and help out with the backlog if needed. When I was a scrum master I was giving everybody rules and task and looking over things. I was also helping other developers and testers on the clients product as well as giving everybody a daily scrum. When I was a developer I was building the clients travel package and adjusting it to what the client wanted, I was able to adapt with any changes. When we had a meeting with the product owner the client wanted to change the vacation to a retreat instead to make it more therapeutic. I was able to adapt and quickly change it based on the needs of the client. Lastly as a tester for the travel project, I was able to test out the slides to see if they were in working order and see if they were doing what they were supposed to such as going back and forth on the slide, if the pictures were displaying properly as well as the wording. That's how everyone made the success of the travel project.

By doing the scrum agile approach to help complete the user stories it works because the product owner was able to talk to the client. By having open and constant communication with the client, they were able to talk to the product owner to make any kind of adjustments. Since the product owner is in constant communication with the client, the owner can pass down the message to the rest of the team. By having this method in place, it can help the client make any kind of adjustments at any given time. By having user stories, in place I was able to make revisions for the project based on the client’s needs. By having the user stories everybody was able to see my user stories and they were able to adjust their plans accordingly.

A scrum agile approach also really works well with any kind of change. Agile by definition is flexible so with this method you're able to adjust without throwing everybody off. It's expected that things would change based on the products and clients needs. Best example I can come up with would be when the product owner for the travel project wanted to change the vacation types into more of a nature type, by having this agile approach it was no problem accommodating the change. So that way if one day it ever gets interrupted or halted it's easy to get back into the project and fix the problem.

Now the best way to communicate effectively with your team is constant communication. It could be communication with asking a question, have any concern, need some clarification. They are constant ways of communicating with your team such as your daily scrum. In those you have 15 minutes to talk about whatever arises, problems you may have. If you can't talk to them face to face you can always send an e-mail to them addressing your concerns questions and etcetera. This helped me out when I was doing a mock role, when I was a product owner. I needed some communication with the developer and a tester. I wanted to see how they felt about a certain policy change so I asked them a question. Which encourages collaboration since you're constantly talking and grabbing new ideas with one another.

In my opinion for organizational tools and management my favorite one to use was Jira. Since my focus was more on the project management and agile methods, Jira what's the better management tool to use. That tool helps making scrum easier to manage, it also gives out ready to use database and up-to-date work information for reports and insights. It also had thousands of apps ready to be implemented and readily available when you did use this tool. And a scrum agile principle that I like using was Sprint planning. Having a good plan can help everyone on the team know what is going on and how to go in the right direction. By having a blueprint of your plan, it can ensure the success of the project. Which makes planning out the day much easier for everybody.

In my opinion using the scrum agile approach for the SNHU travel project was effective. I was able to get a lot done and not really worry so much about the team understanding this approach since it’s easy to understand and grasp. The pros of this approach were, easy to understand, able to adapt, easy to fix errors, communication was always there which helped ensure the completion of the project. The cons of using this method were, changing what is required and sometimes lack of information. That can easily be fixed through communications such as emails and daily scrum. Which in my opinion is why I like this method so much, they are little to no cons and so much to gain as well as the effectiveness and delivery of this project.

Work Cited: Yerukala, Madhuri. “Azure Devops vs Jira: Which One Is Better? In 2024.” Mindmajix, Mindmajix Technologies Inc, 22 Apr. 2021, mindmajix.com/azure-devops-vs-jira#jira.