CS250 Final Project Matthew Marsh

As the Scrum Master it is my duty to make sure that my team stays focused on the project we are working on. I need to be the team’s coach and cheerleader to ensure that they are staying on task and that they are working in an atmosphere that they can flourish in. Part of my duties is to collaborate with the Product Owner to ensure that the work the client expects is met or exceeds their expectations. I manage the backlog, the sprint planning and sprint reviews, which helps to ensure that the work is being clearly defined and that direction is being set. Managing the daily scrum meetings helps me ensure that the team stays focused and that any roadblocks that they are experiencing are addressed, and taken care of immediately, to not affect the work that they are doing.

As the Product Owner my job is to understand the customer and business needs. I create the backlog based on those needs. I manage the scrum backlog and communicate these things with the Product Owner. It is my responsibility to know when the product is ready to be released. team to be able to effectively communicate with the stakeholders to ensure that my team is delivering a valuable product to the customer. I also need to collect feedback from the customers and stakeholders on the product increments.

My job as a developer is to write the code for the project that we are working on. I need to be able to take constructive feedback and ensure that I am creating the program that the customer will be happy with. I need to be able to address any concerns or problems that I am having with the Scrum Master during the daily meetings. I also need to be able to adhere to the sprint goals so that we are staying on the timetable that the customer wants us to be on to complete the project.

As the tester, my job is to ensure that the product is working to the customer’s satisfaction. I need to be able to give constructive criticism to the team to ensure that any problems with the program are fixed. This is crucial to the success of the project.

Using the scrum-agile approach to the SDLC allowed us to prioritize the requests of the customer. When creating the user stories, we ranked the requests according to the difficulty and time it would take to complete the stories. This helped us come up with a proper plan on how we were going to tackle the user stories and have them come to fruition.

By using the scrum-agile approach, we were able to give the customer a look at the top 5 vacation destinations. We got feedback from the customer about what they would like to see in the program. The customer then shifted course and wanted to focus on vacations that were detox/wellness travel. This shift in the project, we were able to find some of the best vacations with great locations for detox/wellness. This research allowed us to showcase the best locations for the customers and give them the needed locations that they were asking for. The user stories were well defined and had the necessary information that the customer had requested after the necessary research was done.

When I wrote my message to the team, they were able to respond back with questions that I was able to answer to help them understand some of the things I wrote about. I also answered questions of my team of things I did not write in my initial post, so that I could help clarify things with them. I also responded back to my team’s posts with items I wanted some clarification on. Doing this enables a constructive back and forth between team members. Having effective communication in a team is crucial to the success of said team. It’s ok to disagree with your team members if you do it respectfully and keep the dialog open. The minute that communication stops, the quality of work declines. There is no “I” in team.

Having the user stories and being able to prioritize them is crucial to the organization of a project. Writing the stories down and seeing them helps to look at the project from a different perspective. This allows you to tackle one story at a time and cross them off as you complete them. You can do this in many ways. From different types of computer software designed to help you in the agile process, or going old school and using whiteboards with sticky notes to keep track of the work completed and what needs to be done. When creating a complex program like the one for the SNHU travel site, being organized is crucial.

The scrum-agile approach was effective for the SNHU travel project. Having the user stories defined and organized played a crucial role in the completion. Having open communication between all members of the team helped to catch problems early and to bring another insight into the project that was not thought about. This collaboration is wonderful in creating an atmosphere of inclusion. When the client decided that they wanted to switch gears, the whole team came together to ensure that the project stayed on task and was adhering to the schedule that the client had set. Being able to have team members jump in and help those that are struggling helps to maintain a level of teamwork and comradery among all the team members.

The negatives to a scrum-agile approach for me is the time it takes to have meetings every morning. I understand the importance of them, but sometimes meetings drag out too long, and that was time that could have been spent working on the project. Even if the meeting is 15 to 30 minutes a day. You time that by 5 days, that’s two and a half hours that could have been spent on the project. You can just as easily talk through things be either group chats or emails and still get your point across. I think one meeting at the beginning of each week is enough to go through any snags or problems with the project. Anything that comes up suddenly can be addressed at that moment between the scrum master and the team at the time it happens.

For me though the pros far outweigh the cons. For me the scrum-agile approach is the best way to make sure that a project is completed on time and with good results. The waterfall method would make me very frustrated. I feel that there is no teamwork involved and that leads to missed deadlines and lots of frustration within the team.

Works Cited

Scrum Alliance, The Scrum Team Roles and Accountability, <https://resources.scrumalliance.org/Article/scrum-team>

West, David, Agile scrum roles and responsibilities, <https://www.atlassian.com/agile/scrum/roles>