Throughout this course I have learned a great deal of the different perspectives that all individuals involved go through and how they coordinate with various other members throughout the developmental process. I will be breaking down majority of the ones I have used throughout this course and how their role has contributed to the project. For the product owner their role is significant to this development process because they are the customer. They will let the developmental team know what they require for this project and what they expect along with timelines. Having a constant communication with the product owner is a necessity to help figure out timelines, time constraints that may occur, and just a deeper knowledge of what the team will be developing. The product owner is always a massive addition to any project because without them it may not even be happening. For the travel card project the product owner’s role is significant because they are supplying the requirement for the team to follow and are constantly weighing to feedback and potential changes that the team would like to implement.

For a tester in the development process their role is extremely important because they put it throughout a multitude of tests for functionality, bugs, and just improvement. As well as negating any issues they may see long term. It is extremely important to have a tester in the Scrum process to being able to adequately see any issues. Without them the team may end up releasing a product that isn’t sufficient or could have issues almost immediately upon release or soon. A tester constantly communicates with the rest of the team as sometimes a tester has found a multitude of issues that could affect the release timeline. Holding daily meetings, the testers really help shape the path to how long something could take. This constant communication between the scrum master, product owner, developer, and tester will help tremendously. For the sake of how it functioned during the Travel Card project, this allowed our testers to conduct their testing throughout the entirety of the project and give feedback to the entire team throughout their ”waves” in the process. Which in-turn gave the team a better understanding of timelines, constraints, and just updates on where the testers are to see if they are running into any major issues.

A developer is significant in the developmental process because they are literally the ones making this for the product owner. A developer will be in constant communication with their team as well as the product owner to keep them updates on timelines, changes, and even to save money. A developer not only executes the idea of the product owner, but they look for ways to simplify what the product owner wants and tries to save them money throughout this process. Developers must prioritize the project and utilizing the agile method it allows for the developer to be able to fluctuate more in development such as being able to express ideas and not having to worry as much if timelines are affected. The flexibility for the developer utilizing the agile method will help the overall process for them especially with the ability to implement these small developmental waves. The waves benefit the developer tremendously in coordination with the tester as it lets them address issues throughout the project and not just being overwhelmed with issues towards the end of the timeline for the project.

A Scrum master in this process is a massive role in the developmental process. Not only does the scrum master act as a buffer for the team from the product owner but they also schedule meetings, help where they are needed, and ensure outside issues don’t affect the goals. A scrum master will host daily meetings with the team where everyone can give updates for the product owner and create resolutions with any new issues or ideas that arise. For example, if the tester is overloaded with work the developer may slow down what he is doing and be more thorough with his work if it is containing tons of bugs from the developer rushing. Or, if the developer has ideas to give the product owner that may reduce time and save them money, they now have this platform from the daily meetings to address it and see what the rest of team and the product owner may think. All of this being coordinated by the scrum master leads to a better chance of success and creates a healthy work environment that promotes healthy communication of all parties involved.

The benefits of utilizing a scrum-agile approach in the software development lifecycle are huge. This environment allows the team to hit deadlines quicker, have more flexibility, and keeps all parties involved throughout the duration of this project. The agile environment allows the team to give feedback and implement potential changes which gives them the opportunity to be more flexible where something like the waterfall method wouldn’t. Agile is huge on the person-to-person interaction as I stated previously in this paper with the daily meetings. Implementing ways of communication such as that benefits everyone. With the creation of user stories, the ability to have that face-to-face communication and that flexibility using Agile made this project significantly easier. If it wasn’t an agile environment, we wouldn’t have been able to make changes such as the email we received asking us to add and change some of the travel cards with the locations. The Agile environment afforded us that availability to do so.

The Scrum-agile approach helped tremendously when faced with adversity in the form of changes and interruptions. Due to operating within an agile environment we were ready for any potential changes from the product owner and were able to easily adapt to the requirements that were brought up. The scrum master’s job in these scenarios is to alleviate any issues and create resolutions by acting as the buffer. The scrum master’s role is essential when things like this happen and is one of the main reasons, we need scrum masters. Communication was broken down earlier but to reiterate what I said, communication has been a huge factor in the success of the team during this project. Communication is one of the most important things in any environment and can be a major factor to measure success. Constant and effective communication can lead to great outcomes and ensures that everyone is on the same page.

Overall, I feel utilizing agile was the best method of approach for this project. With the changes implemented by the product owner half-way throughout that is something that would have not been feasible in a waterfall environment. I feel the ability to constantly make changes and the ability to have the daily meetings helped tremendously whereas waterfall would have fallen short in that aspect. The only disadvantage I could see agile posing is the ability to get side-tracked with the meetings and constant halts to fix changes every couple weeks. Nonetheless that is a main role of the scrum master which is to ensure there are no outside distractions and that we do stay on topic, stay focused, and ensure we hit our deadlines and goals within reason. I would recommend Agile for almost every project; I feel it is the most beneficial in today’s time and really takes advantage of the significant of face-to-face communication which can be lost in today’s day and age.