Blake Kemp

Southern New Hampshire University

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Final Project: Retrospective

During the Software Development Lifecycle course, I played the many roles that comprise an Agile Team. My first job was Scrum Master, and I learned what it takes to be one. The Scrum Master's position is critical since they oversee creating team rules and schedules. The Scrum Master is also in charge of the daily meetings where each team member learns about what is happening. These sessions assist the team in going forward by informing each member of their current progress. Working with the Product Owner to establish the next steps is an integral part of the Scrum Master's responsibilities.

The Product Owner was the following position to be filled. You are the team's face since this job is continuously in contact with the customer, knowing their requirements because this is where the project will grow. To comprehend the client's requirements, you must first understand their needs as the Product Owner. Understanding will assist in obtaining the material, or user stories, required for the team to function. The team will be able to establish priorities and needs using user stories.

The team involves 5 to 9 individuals, including developers, designers, testers, etc. The Tester was the next duty I took on. Many Scrum Teams have no defined Tester function because any team member may perform it, but the role is frequently present in large projects. The Tester helps the team by determining what needs to be improved and working closely with the Developer to give ongoing assistance throughout the development phase. The Tester must understand the user narrative to provide meaningful improvement advice and the specifics of what the customer is requesting to produce a complete task.

The Developer position was the next one I worked on. This position is one of the primary jobs of a Scrum Team since it oversees establishing the client's needs or delivering the deliverables, which is why it is critical to obtain as much information from the customer as possible because it with this knowledge that the Developer begins work. When the Developer completes one of the criteria, the Tester determines if the Developer may proceed with the next job or whether certain areas need improvement before proceeding. Working under the Agile Method benefits this function the most because the reaction time is virtually instant.

These functions are a critical component of the overall picture. Everyone contributes in their manner to the result. Working under the Waterfall Method would be different. In contrast to the Agile Strategy, this method has a more significant probability of inaccuracy in the result. This strategy allows the team to continually test the components that comprise the final product, allowing them to make the required changes just in time and before showcasing it to the client.

I built each deliverable as I began working on the project and taking on additional tasks, like in the Scrum approach. In contrast to Waterfall techniques, the Scrum methodology manages complicated projects and boosts productivity. The Scrum approach enables any company or team to adapt to changing needs and produce deliverables on schedule quickly.

User stories could be fulfilled using the Scrum method because there was a continual connection with the customer, allowing the Product Owner to transfer these needs to the Scrum Master and then be translated into requirements. Because this approach or technique allowed for adjustments, the team could quickly modify when the customer requested a new need that differed from what had previously been established. When these events occur, the team reassembles and sets new priorities based on the requirements.

It is helpful to have a whiteboard with the requirements and priorities previously set in Scrum sessions to keep the Scrum Master, and the team always informed. Another helpful tool is software, of which there are several alternatives. The software enables the team to stay always connected and for each member to update the requirement.

Taking on the many tasks comprising a Scrum Team gave me a clearer picture of what I wanted to achieve in the future. I always knew I wanted to be a Developer before attending this class. I've always liked the coding industry; as a developer, you see your work come to life as something other than code, which is a beautiful experience. After learning more about the Agile Method and what it takes to construct a project using this technique, I can conclude that the Scrum Master position is intriguing.

The Scrum Master is one of the most important jobs in a Scrum Team because, with the aid of the Product Master, it can identify the team's needs to complete the project. This implies that the Scrum Master must understand achievable goals to help the section complete the final project. If I ever have the opportunity to be a Scrum Master, I will utilize software to communicate with the team since it is continually updated and leaves less room for confusion.

For the future stages in my career, I plan to obtain my title as soon as possible and to shift employment to one that is better connected with my interests. I am now working in an area that is opposed to technology. But technology is ubiquitous, and there is always a place for it. As I advance in my work and get the information necessary to move totally to the technology business, I will search for other sources to learn new things or enhance my understanding of topics that interest me.