Final Project: Retrospective and Sprint Review

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With every sprint team there are four main members that create this team; product owner, tester, scrum master, and developer. Every role plays an important part in working towards completing a user story and that was seen through the course here over the past 7 weeks. As the product owner, their role was intended to be the liaison between the business (customer), management and the development team. With the PO creating user stories based on the criteria received from the customer, they would help keep the team on track with progression. Product owners are essential in keeping the team on track towards the final goal. Though there is a fine line between offering direction and micromanaging their team. While the PO is carefully deciding how much work will be completed in each sprint, they need to work closely with the scrum master to understand the capacity of the team.

The scrum master on the team is essential to help with sprint planning, daily standups and backlog grooming. These ceremonies are important to the agile team because they help with efficiency, accountability, and collaboration. Through the daily stand ups, the team can discuss what has been completed, what needs to be completed, and who will work on each task. Without the scrum master on the team, you may witness a loss in productivity, a PO that takes too much control, or the development team not fully understanding the scope of a story.

The other contributing role of an agile team is the tester. The tester is responsible for helping design and execute tests to determine if a product passes or fails. They can help ensuring everyone is in synch by frequently connecting with the PO and the dev team. In agile methodology, testing can be intertwined throughout the entirety of the life cycle. Testing throughout ensures that defects can be corrected and logged early on rather than towards the end of development.

Lastly the developer of the team is responsible for creating the application or product based on the stories created from the PO. With the agile methodology, they carry a role that is more than “sitting in a cubicle or area and coding all day”. They can be involved with testing software, interacting with users/testes and PO as necessary. With the developer role, it was important to understand the stories created by the PO and how to design a product based on the given info. The roles I experienced and the approaches I took for each task would have been drastically different if we were using a waterfall method instead of agile but that doesn’t make waterfall bad.

With the scrum agile approach, user stories were clearly defined and easy to complete. If there was any confusion, reaching out to the PO wasn’t an issue and presumed to be straight forward. The agile approach facilitated the completion of the project because we could pivot if needed due to a change request in the customers product. With a waterfall methodology, starting over square 1 may have been our only solution which would set the project back significantly. With every member of the team working collaboratively from every angle, completing user stories was much easier. When the introduction of a change to the request, changing our design was much simpler and easy to handle. The design only required a few changes and didn’t set the team back too far.

Communication is key to success anywhere in life, even more so in an agile team. I think the communication of an agile team is fluid and encourages collaboration. If something isn’t defined properly then being able to speak to the PO or scrum master is essential. Having clearly defined stories is essential to the completion of the product and asking the question “What would you like completed, by what time and would defines ‘done’ “ is a good place to start when starting the development cycle.

The organizational tools I used to be successful during my time in this class was a mixture of Google Keep, Trello, and Google Calendar. With Google Keep I was able to organize my notes and thoughts for each role while still being able to keep the larger picture in focus. With Trello and Google Calendar I was able to organize deadlines and stories more efficiently. With Trello I was able to complete and create user stories that would be assigned to various roles. This allowed me to remain on track and focused as I moved from role to role.

During my software development, one of the artifacts I used to create my final product was a roadmap. I wanted to use a roadmap to help me stay focused on the stories I needed to create and have a visual aid of what needed to be completed. With the agile methodology I was able to break down each story from start to finish and know which stories were of higher value than others. I was able to work on and complete the stories that I deemed of higher value and would help the final project come to completion. With agile methodology and the mid-stream interruption I faced, this was an easier than expected transition. The stories were able to be adjusted without much hassle and did not set the team back. If I was following a more waterfall method, then chance of set back would have been higher as I would need to start from the beginning again.