CS 250 Final Project

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Starting with the Product Owner role, the importance of the backlog and communication with the client and customers is of the utmost importance. Having a weak or sloppy backlog can cause a huge hinderance to the rest of the development team, just as unclear or unrealistic user stories or epics. Specifically in this role, the use of the excel templates helped me see examples of how product backlogs can be enacted, as well as what was expected from a user story. This entire process helps give the Scrum Team an overall direction, an idea of where to at least begin a project that can solve issues that users are suggesting.

As the Scrum Master, the whole goal for the Scrum Master is to become an unessential but wanted member of the team. In the beginning of a Scrum Implementation, before they are truly a self-governing team that can operate internally or have truly mastered scrum methodologies, the scrum master acts as the coach, the teacher, the facilitator, the organizer, and ensures all needs are met in a timely manner for all members of the team to do their job. They are also considered the go-to expert on scrum, helping the team learn and implement the methodologies in the intended way.

It has been my understanding that the development team is made up of two parts, the actual developers, and the product testers. As a complete team, the goal is to create a working product implementation, that passes the quality tests, and solves the issues presented by the user story. The goal of the development team is to self-organize and self-govern, having little input from the scrum master, while keeping a steady work pace. With the use of various tools such as reflective meetings and daily scrum meetings, the development team communicates effectively about what they are doing day in and day out, what has been completed, and the issues they have arising during the day that needs solved. They also can help rank the importance of backlog items for the day in tandem with the product owner. A clear and concise understanding of what is being asked of the development team is needed for the incremental development to be useful. These direct meetings help ensure that everyone on the team is on the same page and allows everyone to have input about what is being worked.

Communication with my group in my week 6 discussion was fairly average to the other weeks’ needs. Everyone was fairly upfront and the information that they provided was, to my understanding at least, correct and agreeable as to how an agile team should be implemented. Following that thought, I really learned the value of failure. It is a learning experience about how to improve skill. Someone who doesn’t stumble doesn’t gain the same experience to learn how to prevent the same thing from happening in the future. It goes hand in hand with having clear and consistent communication with everyone on the team. This failure that is allowed by the scrum master helps build up the teams self-reliance, and ultimately helping express the ultimate goals of agile and scrum in practice.

Ultimately, though I have had limited interaction with actual teamwork as is to be instilled upon a Scrum Team, I feel as if I do grasp the concepts that have been put forth during my projects and shall continue to build during the remainder of my studies and during my future career as well.