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CS 250

**Sprint Review and Retrospective**

When adopting an agile approach to the software development life cycle (SDLC), it is essential that each member of the Scrum-agile team is effective in completing their role within the team. Each role has a different set of responsibilities that help the team to run like a well-oiled machine. The different roles within a Scrum-agile team are the product owner, the scrum master, the tester, and the developer.

The role of the product owner is to be the voice of the customer/stakeholders and therefore act as a bridge between the development team and the client. They are responsible for creating and managing the product backlog, ordering the items in a way to best achieve the needs/desires of the stakeholders. During the SNHU Travel project, the product owner contributed to the team’s success by working closely with the stakeholders in order to provide the team with a clear vision of the end goal of the product.

The role of the scrum master is to act as the facilitator, ensuring that the team is educated on and enthusiastic about the scrum practices that are in place. They work to create an environment that promotes open communication and collaboration amongst the team members, partially through their facilitation of the daily scrum meetings. At these meetings the scrum master listens to any roadblocks that are occurring or anticipated and then works to remove them to help the team be as productive as possible. During the SNHU Travel project, the scrum master contributed to the team’s success by laying out the rules of behavior and communication guidelines for the team at the start of the project.

The role of the tester is to uncover defects or bugs in the product. They do this by working closely with the product owner to develop test cases, ensuring that they evaluate the needs outlined by the user stories. It is important that they are good at identifying ambiguity in user stories and developing scenarios to meet the acceptance criteria that help ensure that the development team will deliver the desired product. During the SNHU Travel project, the tester contributed to the team’s success by developing and then revising test cases that laid out clear pass/fail measures to show how well the product was meeting the needs of the client.

The role of the developer is to do the actual brunt of the work of creating the product. This is not just the software engineers that write the code, the development team can be composed of all kinds of people including designers, writers, programmers, etc. It is essential that they are able to self-organize and effectively communicate their progress and struggles with the rest of the team at the daily scrum meetings to get any help that they may need. During the SNHU Travel project, the developer contributed to the team’s success by reaching out to the product owner and the tester to get clarification on the vision for the product so that the team can produce the exact product that the client desires.

The Scrum-agile approach helped each of the user stories come to completion because different members of the scrum team effectively completed and communicated their role within the team. Initially, the product owner developed the user stories after receiving feedback from a focus group. They then prioritized these user requests as small, medium, or large for placement in the product backlog. The tester then began developing test cases, which they were able to revise after further communication with the product owner. The developer was then able to create the product to suit all of the client’s needs and bring each of the user stories to completion. The open communication and flexibility that the Scrum-agile approach provides helped the team to effectively satisfy all of the user’s requirements.

The Scrum-agile approach supported project completion when the project was interrupted and changed direction because it allowed the team to go back and change the project requirements to better suit the client’s changing needs. In the SNHU Travel project, the client decided during production that they wanted the site to focus on detox/wellness travel. The Scrum-agile approach allowed the team to deprioritize certain items on the product backlog so that this need could be fulfilled without shifting deadlines. The product owner, tester, and developer were all able to communicate to understand the updated vision for the product, and to develop and execute test cases that show that the site is working properly. It would have been much harder for the team to deal with a shift in the product vision like this if they had been using the waterfall approach.

Open and effective communication are one of the most important factors in determining the success of a Scrum-agile team. Throughout the SNHU Travel project, the different team members had to be in constant communication to keep up with the shifting vision for the product. Below is a sample email sent from the developer to the product owner and the tester.

**Sample Email**

Dear Product Owner/Tester,

I have heard that the client has recently updated their vision for the final product. To the Product Owner, please detail the changes in the product vision that have occurred so that I can develop the exact changes that the client wishes to see. To the Tester, please develop thorough test cases so that I can create the perfect user experience that will look and perform exactly as desired. The two of you effectively communicating these desired changes to me will help us as a development team ensure that we are delivering a product that will perfectly fulfill all of the needs and desires of our client.

Thank You,

Developer

The most prominently used organizational tool during the SNHU Travel project was user stories. These were used to communicate the desires that users of the website had with the development team. They were helpful for prioritizing the backlog as each story was assigned a priority that determined when it must be worked on. The product backlog itself was also a useful tool throughout the SNHU Travel project. We used excel to maintain the backlog, which contained all of the user stories, each assigned an ID, a priority, and a size which described how much work the task would be. These tools helped the team to be successful by making it easy to keep track of what work needs to be done, when.

I believe that the Scrum-agile approach was very effective for the SNHU Travel project. For a project like this one, where there were uncertainties and changes in the product vision, the frequent communication and the flexibility that the Scrum-agile approach provided was essential. One possible drawback of the approach is that it can be difficult to predict efforts like cost, time, and the resources required at the beginning of the project. It also requires a high degree of interdependence as each member of the team is counting on the others to complete their given tasks. However, when a team can communicate and cooperate effectively like the SHNU Travel team did for this project, I believe that the Scrum-agile approach is the best approach to take.

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