

SCRUM Team Contributions and SDLC Redesign Approach

Part 1: Scrum Ceremony Participation

As a new intern team member in our agile development team, I attended each Scrum meeting with enthusiasm. From day one, I joined the Sprint Planning, participated in Daily Stand-ups, demonstrated my work in Sprint Reviews, and provided feedback in Retrospectives. Attending these ceremonies taught me how we plan and improve as a team.

Sprint Planning

On Sprint Planning, the whole team (developers, Scrum Master, and Product Owner) gets together to talk about items in the backlog and identify the sprint goal. In one session, the Product Owner defined a user story for a new flagging capability (how users flag offends). I raised questions such as "What occurs once a post has been flagged?" and offered to research other systems' processing of flagging. By the end of it, we had a clearly established sprint backlog of work.

I picked a small, concrete task (e.g., adding the flag button) so that I could start contributing immediately.

- I noted down acceptance criteria and asked questions to clarify requirements.
- I volunteered to do a certain task and dropped it on the Scrum board.

Daily Stand-up

Our team gathered each morning for a quick 15-minute Daily Scrum. I reported what I'd done the previous day, what I'd be doing that day, and blockers if there were any. So, for example, I would say, "Yesterday I implemented the flag button UI; today I'll integrate it with the backend; no blockers." At first, I was nervous to talk, but eventually this came easily.

I also listened to teammates: if something had a familiar ring like someone's problem, I offered help after stand-up.

- Gave short daily updates and practiced planning out my day.
- Learned from others' updates and freed up a team member when I could.

This quick ritual kept us on our feet and updated about one another's work.

Sprint Review

At the end of the sprint, we had a Sprint Review to share off finished features. I showed off my contribution to the portal and described the flagging workflow that I had implemented. My stakeholders (a moderator and our Product Owner) watched as I clicked the flag icon and saw the flag count rise. It was wonderful to see my work pay off.

I noted their comments, such as requesting additional confirmation messages or alerts.

- Showcased the new flagging feature I created and guided its workflow.
- Gathered stakeholder feedback and questions for future improvement.

Sprint Retrospective

Finally, on the Retrospective, we talked about our workflow. I mentioned what helped me (such as getting speedy feedback on my code) and a problem that I faced (sometimes waiting on test data kept me behind). The team heard these and said they would go ahead and produce mock data upfront next time. To listen to my other team members' thoughts on how things could be changed was inspiring and made me think that my say mattered.

- Shared my insight into what allowed me to learn and a snag I encountered.
- Heard others recommend changes to our process, having continuous improvement enforced.

Participation in these Scrum ceremonies was like being part of the team. In each meeting, there was the freedom to share, to hear about best practices, and to make a contribution even as a new member. With the end of my internship, I could realize the importance of collaboration and retrospection that drove us to achievement, and I was proud of what we accomplished together.

Part 2: Role in the SDLC for Flagging System Redesign

Throughout our project to reimplement the portal's flagging feature, I participated in all phases of the Software Development Lifecycle (SDLC). Each phase allowed me to contribute and learn.

Requirements Gathering

In Requirements Gathering, I attended meetings with the Product Owner and a content moderator to determine user needs. For example, the moderator wanted each flag to have a category and timestamp. I took notes and helped write user stories (e.g. "User can select a reason for flagging a post"). I also asked clarifying questions, such as how many categories of flags to include. This aligns with precisely defining requirements.

- Led stakeholder interviews and developed initial-draft user stories for flagging functionality.

Design

Implementation

Testing

Deployment

Maintenance