2-5 Journal: Scrum Master

Reon Johnson

CS250 – Software Development Lifecycle

2-5 Journal: Scrum Master

The Sprint Planning meeting plays critical role in the Scrum model and assist with making sure everyone is on the same page. As a Scrum Master I would be sure to assist the team in making the overall decision on the user stories that will be taken into a particular sprint. Further grooming the backlog through finalizing the priority in Sprint Planning will ensure that agility stays present through different phases of the project. I would tr to set the Sprint Planning meeting in a time-box of no more than 4 hours. Within that timeframe the product owner, scrum master, and team should agree on an overall objective to be achieved.

The Daily Scrum is critical in the everyday directional alignment in project tasks. As a Scrum Master I would ensure The Daily Standup is surrounded around team members answering the following questions:

* What did you accomplish yesterday?
* What are you going to accomplish today?
* What obstacles are in your way?

Team members would be required to express accomplishments first to allow for completed tasks to be removed from the backlog. Next, the team would be expected to express what they plan to do next and what might stand in their way. This would allow team members the chance to initiate collaborations hopefully gain insight into how they should complete tasks. Also, I would be required to make sure there is a visual representation that indicates the current product backlog and the progress of the tasks in the current sprint, traditionally performed through Scrum Boards.

In the role of a Scrum Master, I would be focused on prioritizing the backlog with the Product Owner to avoid technical debt from generating due to technical defects. This would be done by analyzing items from the top down and determining what the development can accomplish within sprint durations. I would also add new user stories as needed and assign estimates to all stories as they have been prioritized in the backlog. I would assess the relativity of stories and prioritize them by value to determine what developers work on next. I should be performing these actions on an ongoing basis.

The Sprint Review essentially serves as a time where the team can present the product owner with the completed work for the user stories that have been finished during a sprint. The product owner and I would need to ensure defects are resolved prior to the Sprint Review, and any major changes or enhancements to user stories should be added to the backlog for future sprints. I would also try to keep any changes made during sprints limited to small refinements of the user stories. It is considered best practice to review completed user stories as they are completed within each sprint and not necessarily wait until the end of the entire sprint.

The Sprint Retrospective is utilized as a time to review lessons learned from the sprint and see what can be changed or done differently in the next. This is the perfect time for me to talk with the team and discuss what exactly went wrong in certain portions of the sprint as well as what was done correctly. This element of planning is vital in the Scrum process and necessary to identify key areas of improvement. Agility is applied when the issues are remediated through a swift change in process utilizing the details gathered from the Sprint Retrospective.

I feel these events are important because they allow for a loosely coupled structure to be applied to the creation of unimaginable products. Every event plays a part in ensuring that organization is prioritized amongst the roles involved. In each of these events I would want the team to gain insight into what the ultimate objective is and how we plan to reach the final product through each sprint. To achieve this goal as the Scrum Master I would ensure that in each event the product owner and the team are on the same page. Throughout each sprint I would keep an open line of communication with the product owner to ensure that user stories are being completed as needed to fit the product owner’s expectations.

Achieving this goal would require me to employ iterative and incremental development. The project needs to be broke into smaller pieces known as iterations to make unclear users stories comprehensible and easier to complete. It would also be responsible to consider leveraging variability through inspection, adaptation, and transparency. The product being built is continuously inspected and adapted by the scrum master as needed throughout the process, but at the same time the process utilized to create the product should also be inspected thoroughly to ensure that it works optimally throughout sprints.