3-4 Journal: Product Owner

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CS-250-T4165 Software Development Lifecycle

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As a product owner, it is considered essential to communicate the needs of users, clients and stakeholders in order deliver productive solutions. It’s useful to set frequent meetings with stakeholders, for example, one meeting should be set after every iteration has been completed. This is so the stakeholders or users can provide input into what has been completed and, so correction may be performed according to the feedback provided. However, with each meeting as the product owner it would wise to create a product backlog to document the wants and needs of the clients that are brought forth in the meetings. These requests will be organized in the form of user stories that will be prioritized and tasked to developers in sprint iterations. Engaging with users and stakeholders is what assist in improving the delivery of product features that most benefit them in their use of the product.

User Stories will be helpful to the scrum team because they can be prioritized once put into a visual or logical aspect. The Scrum team would be aware of what the client is looking for in the product and it allows for sprints to be planned out between 2-3 iterations. User stories allow for Scrum teams to determine where there is uncertainty in the project and organize planning phases to help understand details involved in further processes to be performed. Scrum teams can better determine estimates for time to completion of given task by analyzing the size of the user stories. Large user stories can be decomposed into smaller stories once more details are obtained later in the project or until a decision must be made and can’t afford to wait any longer.

The interviews and meetings held with users and stakeholders helped keep client wants and needs in mind when planning and prioritizing. The meetings gave an opportunity to see if development was on track or if processes needed to be altered. This also gave the opportunity to include new wants and needs that may have arisen since the last meeting or discussion. With frequent input being provided, the end product will suite the users needs as it should.