Scrum Review and Retrospective

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In this assignment, we were tasked with taking on the idea of Scrum through the eyes of a scrum master and giving insight to the ability and effectiveness of agile framework teams. Throughout the course we took on various roles, each contributing to the Scrum team in different ways. This class we were tasked with being a part of the development of SNHU’s travel site and we broke down the tasks through multiple assignments into each stage covered by the members of the team. A scrum team consists of a product owner, a scrum master and a developer and 1 or more testers. Scrum Review and Retrospective

The product owner’s responsibility is centered around the clients expectations and making sure those expectations are clearly communicated to the rest of the Scrum team. This includes organizing the product backlog and being able to make clear and concise decisions regarding the product. These functions maximize the contribution and value of the product developed by the Scrum team as a whole. In my time as the product owner, I needed to digest and reiterate what was desired from the client and the shareholders to the team in an effective, understandable manner. I am also responsible for building the user stories in excel- which organizes the desires into accomplishable goals that can be checked off as we proceed. This list of user stories was given a priority list and a task size which allowed me to use this organization to keep positive control of the project and manage the backlog consistently.

The Scrum Master is responsible for engaging the team in the scrum process, and removing detriments from the team’s progression path. This role also includes some team coaching which can consist of teaching self management as well as overall guidance in the identifying of a problem and trying to get different roles to collaborate on an issue that one piece of the team might be having. The Scrum master can also define a certain member's role so that they can reach a clearer understanding.They are the flex piece, trying to meet the team’s needs and support them in accomplishing a proper goal and project accomplishment. In my role as Scrum master I tried to solve issues through promoting communication with daily scrum meetings, keeping these meetings short to cover what each member of our team accomplished yesterday, what that person will be doing today and anything that is impeding their progress moving forward.

One benefit of this meeting is keeping everyone on the same page when it comes to complications we have with the project and it keeps the entire team up to date on the progress of our project overall. To maintain the pace and team progress, before the sprint meetings I would refine the backlog, this is simply just reviewing the determined manpower of different backlog activities and ensuring these stand by tasks are ready to be tossed into an upcoming sprint.

The product tester’s role is fairly simple, they are there to maintain the quality of a product that is being delivered to a client by testing or communicating with the product owner for improvement or clarification. They continuously provide improvements to the testing process. They report defects that they also work hard to find and identify, as well as plan for testing that may be things that fall in between concerns or deliverables brought up in product meetings. As a product tester, my biggest accomplishment was using the user stories to develop my initial test case. This gave me a structure to follow when branching out for more test cases and a rough outline of what a “passing” product would look like.

The product developer’s responsibility is to create the product as specified by the client and defined by the product owner. They are involved in each step of the process, from beginning to end. They are ultimately responsible for creating the deliverable product- this is done through daily scrum participation, achieving sprint goals and proper backlog management. In my experience as a developer, I look for information on the needs of the customer requesting the product and when testers are using the product they look for other uses that can flesh out those shortcomings in project scope. Also in regards to requests made by the client, I can present the challenges or things that need to be tackled on the development side on a case by case basis for each thing that they are specifically asking for.

The Scrum-Agile approach helps user stories come to completion through direct implementation of user requests. I think the most useful element of the user stories was the user requests when it comes to developing my initial test case. This is because the user request gives the entire structure of the user story a purpose and gives you a set of pass/fail requirements that can be derived from what the user wants the software to do specifically. This results in continuous feedback as we can repeatedly feed the product progress back to the client and see things that need to be improved straight from the horse’s mouth in real time. This also allows us to tackle problems in short sprint sized bursts, rather than trying to tackle a laundry list all at once.

The Scrum agile approach supports project completion by promoting flexibility, and making communication and collaboration a center piece throughout the development process. Through backlog management as the product owner, I am able to view overall progress, change sprint goals after a daily meeting to better manage work flow or struggles from my team members and quickly change gears with the team to focus on new goals or new expectations from the client.

**Communication sample:**

Hello,

Sent to : Example Product Owner,

CC: USERS who submitted requests

This is Zoltan, a part of the tester unit. I wanted more specific follow up on some information I think would better specify the software’s direction moving forward. Could you please provide the job demands, title and direct manager of each employee who submitted user requests for our software product last week? This information would be extremely helpful in getting our product put out right the first time.

Thanks

Zoltan C

This example is effective because it explains who I am, and gives me more info each person that submitted new request of our product, this was I can reach out to them directly and follow up and gives me their job function and demands so i can better craft their request to their needs,I can also add things outside of their direct request mentions if i think it will help their role. I am helping team collaboration by emailing my product owner and this not only keeps them up to speed on the project status but it gives them a heads up on things they may need to get shifted in the backlog down the road.

Overall, I think the most useful and direct tool was the user stories/user requests. They give you a direct breakdown of the product and they are damn near idiot proof. They assist in the core value of Scrum Agile which is multiple collaborative iterations, and they are direct and to the point which makes them hard to misconstrue.

The Agile process was very effective in the SNHU travel project process. It provided a clear goal and through a combination of multiple members' hard work it allows us to be iterative without having to use the waterfall approach and wait for our team to completely publish a product before we can reiterate on our work and progress thus far. I think the Scrum Agile process was the best approach for the SNHU travel project between it and Waterfall and I believe in most ways Waterfall is a worse choice across the board.