**Sprint Review and Retrospective**

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This week, I participated in the Brackeys Game Jam 2025.1, where I led a team comprising three developers and one sound designer to create a game within a tight one-week timeframe. The experience allowed me to wear multiple hats throughout the project, including those of Product Owner, Scrum Master, and a member of the Development Team. In this paper, I reflect on the roles I assumed, the process of completing user stories, how we managed interruptions, and the communication and organizational strategies that ultimately contributed to our success.

In my role as Product Owner, I was responsible for creating a clear vision for the game and setting realistic goals that kept the project scope manageable. I encouraged team discussions where everyone pitched ideas; however, I also acted as the devil’s advocate by challenging suggestions to ensure we maintained focus on a doable scope within the one-week timeframe. In addition to my Product Owner duties, I assumed the role of Scrum Master by teaching my less-experienced teammates how to communicate effectively and organize their work into bite-sized tasks, ensuring that every user story had a clear priority and place in our development cycle.

The Scrum-Agile approach played a vital role in driving the completion of user stories throughout the game jam. We treated every proposed idea as a potential user story, and once the team reached consensus, each idea was converted into actionable tasks. This process not only allowed us to break down complex features into manageable components but also ensured that each team member had a specific role to play. As tasks were completed, the positive momentum boosted team morale and reinforced our confidence in being contenders for the top 100 in a competitive event.

Despite our careful planning, one major interruption emerged from the fact that our team was globally distributed, with developers located in different countries facing varying governmental restrictions on their work hours. To mitigate these challenges, I organized our workflow so that as many tasks as possible were defined and assigned upfront, reducing the need for constant real-time communication. I also provided prompt and generous feedback to accommodate the constraints of team members working under limited time availability, ensuring that despite interruptions, progress continued steadily and smoothly.

Effective communication was crucial to our project’s success, especially given our global team setup. I facilitated open communication channels by using instant messaging tools and scheduled check-ins, which allowed us to stay connected even when team members were working asynchronously. In my role as Scrum Master, I conducted regular briefings and encouraged team members to ask questions and clarify requirements as needed. This proactive approach not only helped to resolve potential misunderstandings quickly but also fostered a collaborative environment where each member felt supported and informed throughout the development process.

To keep our project organized, I created a detailed starting list of user stories and broke down each story into small, manageable tasks. These tasks were prioritized carefully; for instance, establishing that one cannot create game levels without first developing a player character to test those levels. By utilizing digital organizational tools and following Scrum principles, such as regular stand-ups and task reviews, we maintained a clear view of the project’s progress. This methodical approach ensured that every team member understood their responsibilities and that the work was structured in a way that minimized confusion and maximized productivity.

Reflecting on the project, the Scrum-Agile approach proved invaluable in meeting our tight deadline and managing the inherent challenges of game development. The process offered significant flexibility, allowing us to adapt to changing circumstances, such as the varying availability of team members from different countries, while still maintaining a steady workflow. However, the process was not without its drawbacks; for example, the necessity of frequent communication and task revisions sometimes extended our working hours. Nonetheless, the benefits, including improved team collaboration, clear task allocation, and increased morale, far outweighed the cons, making the Agile approach the best choice for our project.

In conclusion, the experience at Brackeys Game Jam 2025.1 reinforced the value of wearing multiple hats in a fast-paced, competitive environment. By effectively assuming the roles of Product Owner, Scrum Master, and Development Team member, I was able to steer our project toward success while ensuring that each user story was completed and that interruptions were managed with flexibility. The Scrum-Agile methodology, with its emphasis on communication, organization, and iterative development, proved to be a powerful tool for driving progress and innovation. Overall, this project demonstrated that even under significant time constraints and logistical challenges, a well-executed Agile strategy can lead to successful outcomes and a positive, collaborative team culture.