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Assignment 3-4 - Journal: Product Owner

As a Product Owner, my job on a development team is to create an overall vision for the product and a well-groomed and well-ordered product backlog that allows the team to accurately and efficiently develop a product that fits what the client wants. In order to do this, I must first meet with the client and possibly other stakeholders in the project, in order to determine a list of requirements for the project. I need to develop a clear understanding of what the end user wishes to do with the final product so that our team can develop a product that meets their needs. I need to understand the user on a deep level and be able to put myself in their shoes to envision and prioritize features that would be most useful in their workflow.

After meeting with the client, I will develop and groom the product backlog. The product backlog is made up of user stories, or short descriptions of the types of things the end user would like to be able to do with the finished product. These stories allow the development team to create an effective product that meets the end user’s need. They allow the development team to put themselves into the users shoes and create features that best meet the end users’ needs.

Equally important to creating succinct and clear user stories is understanding how best to order these stories within the product backlog. As a product owner, I will need to place these user stories into the product backlog in a way that makes the most sense. In order to effectively order these user stories, I need to understand which features are of the highest priority, which features will take the most/least time to complete, and which features depend on other features. Understanding some of these requirements might require additional meetings with the client, Scrum master, and development team. There will be times where getting input from others will be extremely important for deciding the order of tasks in the product backlog. Ultimately, though, I will have to make the final decision.

Of course, in an agile project development environment, few things are fixed in stone from the beginning. I will need to be able to receive and consider feedback from the client and other members of the development team, as the project progresses, to understand if there are situations where certain backlog items may need to be reprioritized. I will have the final call on most of these decisions, because ultimately it is my job to make sure we deliver a good product for the client, but I must also be sure to allow the Scrum master and development team to exercise a level of indepent discretion and self-organize in order to complete the product backlog.

As a product owner, I am responsible for creating and delivering a product that fits the client’s needs. I will not have a major role in the day-to-day development of the project, my role is largely administrative. However, I am an essential part of developing a quality product and ultimately the resposibility for the finished product rests upon my head. It is my duty to make sure the finished product is what the client ultimately wants.