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Sprint Review and Retrospective

A Scrum team has 4 main roles, a Product Owner, Scrum Master, Developers, and Testers. I Learned about the benefits of the agile method instead of the waterfall method and how each role plays their part in the team. The Product Owner’s responsibilities include, creating a vision, maintaining a backlog, establishing goals, checking progress, identifying client needs, and keeping the team moving. A Product Owner represents the stakeholders and shares information with the development team. One responsibility is to turn requirements into User Stories which are then shared with the development team. The Scrum Master is in charge of the development team and support. When the Product Owner provides user stories a Sprint Planning meeting is held to review them and define aspects of the project. A Daily Scrum meeting is great to collaborate, review and discuss any changes needed.

The Scrum Master is a resource to the team to guide them with agile methodology. With the agile methodology, developers have more flexibility when creating. And the testers test throughout the development phase to perfect the product. The Scrum-agile approach assist in converting user stories into completed improvements. Breaking down tasks into smaller steps help the team make progress and stay on track. The Product Owner collects all requirements from the client which were then converted into user stories for development. A User story properly addresses requirements in the client or users’ perspective. The agile methodology allows the development team to edit and improve the product throughout creation. Project requirements can change if something is wanting to be added or if anything comes up within development. And the developer can make those changes accordingly, if the waterfall method was in use, it would not be as easy. During the travel project, they requested a mobile app to be created for users. The project and test case were then revised with the changes implemented.

Communication is one of the most important things in a Scrum team and for the Scrum Master to emphasize on. Making sure that the team is communicating efficiently with everyone and sharing feedback, as well as adding constructive ideas improves collaboration. If a tester has question or concern with a user story, they reach out to the Product Owner. If something is wrong or missing within those stories, such as an estimated timeframe, it is important to voice your opinion to successfully stay on track. For each user story, an estimated timeframe is given to know how long to spend working on that story. This gives way for staying on track and an all-around smooth workflow. A timeline that includes milestones week by week or day by day to help the team stay on track to the required completion time of the project. If an issue comes up, the party raises the issue and the party that needs to clarify, as well as an explanation of the issue and the expectation of the reply. It should be in a professional tone and neutral, as it is just information and clarification that they are looking for.

Positive communication improves collaboration between all members and promotes a healthy work environment. There are tools available that assist in utilizing the agile method, a few that are familiar are Azure Boards and JIRA. Azure boards is a platform that helps organize backlogs user stories, and meetings to improve the development process. JIRA helps to manage issues and individual tasks. Both tools are very effective and add efficiency, they provide a platform to communicate and maintain openness throughout the team. Daily Scrum meetings can be held in person or majority of the time on Microsoft Teams or another software that is used for meetings.

These tools are a better alternative to the traditional methods and provide a visual representation of the project. The Scrum-agile approach does have a few cons, as sometimes a project is difficult to predict and could go over budget. But in every other way, the agile method provides flexibility which aids the development team to make changes and updates as needed. I think the Scrum-agile method is best way to go for this, and almost every other project, because it gives the team flexibility and the ability to pace themselves and test and make changes as they go. This decreases the risk of missing any requirements or having any errors in the final product, ensuring that it is the best quality it can be.