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7-1 Final Project

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Sprint Review and Retrospective

There are 4 different roles in a Scrum Team and each role play a significant role in the projects. A Product Owner is the person who is, what I would consider, a middleman between the stakeholders and the team of testers and developers with a Scrum Master. A Product Owner is someone who would bring in the details requested/expected by the end users for their product. Without knowing the details, the team would not be able to bring in the product that would make them happy. A Product Owner is someone who would be able to ensure that the stakeholders know what is happening and ensure that all details will be provided to the rest of the team, so they know what tasks needs to be complete. Without a Scrum Master, the team will not be as organized. A Scrum Master help guide their team to succeed and help solve any conflict between team members. They are the ones who would plan Scrum Events and make sure their team members are on the right path and to make sure there are good communication between team members. They also make sure each task is being completed and know what one needs to be worked on/completed next without having the team members work on the same task and waste valuable time. A Tester is someone who would investigate and analyze user stories to find out exactly what detail needs to be done and in what order (based on importance). Without Testers, a Developer would either have more work to worry about or struggle. Each Developer work on one task and each task contains important details. While they do have some time, they also have a deadline so that means they need to figure out which task is important and needs to be completed as soon as possible and which task can be done closer to the deadline. Developers are the ones who bring the product to life. Without them, the product will not be able to exist.

Scrum-agile approach is a great method to use when developing products because of the flexibility it has to offer. Because of SDLC, the approach was able to help user stories be completed because of its flexibility. It was able to help save time and have room for mistakes and be able to fix them. For example, during this course, we originally had to create a slideshow with top 5 destinations and then we were told we’re to focus on detox/wellness type of destinations. Because of Scrum-agile approach, we were able to make it happen without having to change the deadline. A team shares the workload, they have room for mistakes, and it would have minimal impact on the project, and it’s very detailed. The waterfall method only included steps. Developing a product is something that needs time, and it can be unpredictable. Having one person work on it takes a longer time to complete and each person has different knowledge so when a group of people get to work together, they can go to one another for help when needed, which is what makes Scrum-agile approach successful than the waterfall approach.

Scrum-agile approach also made it possible to solely focus on customers, allows change to happen within the development, and be able to bring in the business and the technical aspects together to succeed. The product is created for the users so focusing on the customers/users is one of the most important principle of all. Another principle of agile approach is welcoming change, because of this principle, it is easier to adjust or make changes to the development/project without having to change the deadline. It is a great idea to use a tool such as Jira because I believe being able to see on a board or on a software regarding to the process, what has been done, and what needs to be done next will help with the success of each project. Being able to physically see the things will help the team understand how things are going and what needs to be done next. It also helps with the communication between team members and helps them understand which tasks is completed, which is in progress, and what needs to be started. It would also help them understand how the development of the product is progressing and whether they need to really pick up the pace or be assured that it is going to be completed on time.

In my experience during this course, trying to communicate with my team was a mess. I received an email from one member of the team, and I responded back by “reply all”, they were the only one I got to hear back from before completing the initial discussion board post. I checked the Groups tab to see how many of us there were and there were 5 of us. The person I was in touch with had asked what we were supposed to do and where to start. I had mentioned that because there were 5 of us, we will have two of the Tester roles or Developer roles and did not think that each role should be taken first before taking on an extra role. I made an initial post asking what their preferred communication method is and how can I reach out to them. I was able to receive another email and after realizing that we are missing a Product Owner, I was able to reach out to only 2 members of my team, in attempt to solve this issue, fand I only got a reply from one member. How can this team be able to work if not everyone put forth the effort to communicate with one another?