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CS 250: Software Development

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2-5 Journal: Scrum Master

Scrum events require planning and structure, collaboration, and innovation to continuously improve the process and complete goals to complete a project and meet its requirements.these events include Sprint Planning, Daily Scrums, Backlog Refinement, Sprint Review, and Sprint Retrospective. These events help establish and maintain the requirements for the project, while setting goals and allowing for collaboration amongst the team members top down.

With Sprint Planning first I’ll create the Sprint Goal and Backlog items that align with the goal. This allows for the boundaries to be constructed for what is required of the project so we can deliver the required product. The team will then collaborate defining their duties, how they’ll interact with one another, and the limitations they may see in the process of doing the project. This initial planning phase amongst the teams helps ensure that they’ll have a clear goal in mind, and can see what part everyone will play in the project.this will leave the development team with a clear task at hand and will limit confusion as well as define responsibilities.

Daily Scrums will be quick and be approximately 15 minutes requiring general information such as what task have been completed, what task need to be completed today, and any deficiencies that may hinder their progress to complete the project. Every Week, a scrum can be increased to 20-30 minutes just so the objectives can be refocused and we can see the overall progress of the project at hand.

Backlog Refinement will require regular check up and requires the Project Manager to make sure the items are on track for the project as they need to change the priority of each one, making sure the items are concise on what needs to be done and must be properly managed by the Project Manager.

The Sprint Review will show all the completed work to our client and gather feedback to adjust the end product. This can be done within or after the Weekly Scrub to give progress checks to the client. This allows for the project to maintain its integrity and make sure nothing is loss with translation from the client to the development team.

Lastly, the Sprint Retrospective could be used to determine future improvements to different projects. This is where everyone can receive feedback to improve future projects and adjust their shortfalls, shortcomings, and needs that have yet to be met.

Sprint Planning allows for the structure the boundaries to be made to ensure the team has a general idea of what needs to be done, and can clarify confusion before the project is started. Daily Scrums allow for constant collaboration and minimizes confusion amongst team members and other teams. Backlog Refinement allows for the Project Manager to prioritize and push unnecessary things to the side allowing for the project to be completed within the timeframe and giving more time to task that may need it. Sprint Reviews allow for projects to be showed to the client allowing for an extra set of involvement making sure the project is on the right path and the team is bot doing anything unnecessary. Sprint Retrospective allows future projects to be more streamlined as they collaborate on future things they could use on previous projects.

The overall benefit for this team is mainly communication. This removes the miscommunication or misinterpretation of the project and allows for a clearer understanding of the project. This increases time, as redoing of certain parts are reduced and unnecessary things are just avoided being done. This will allow the reams to meet all or most deadlines to the client.

To make sure each goal of these events are met, I would require the Scrum Master to make sure that each member n the development team is part of the Daily Scrum.The project Manager needs to lead and prioritize while after each project they discussed what they did right and wrong.