CS-250-R4762 Software Development Lifecycle

Sprint Review and Retrospective

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During the course of these past eight weeks, I have taken on the role of various agile roles. To begin, I took on the role of Scrum Master through the development of an agile team charter. During this, I reflected upon a Daily Scrum meeting. The Scrum Master is a very important role. The Scrum Master is essentially a coach for the rest of the team. They hold everyone accountable to get their work done, but they also plan and host meetings to see if anyone is running into any problems. Additionally, the Scrum Master meets with the Product Owner to go through the product backlog.

In continuation, the next role that I took on was the Product Owner. During this, I created a product backlog through observing a user focus group. As stated, the Product Owner manages the product backlog. The product backlog is a log that contains which tasks have been completed and which tasks are upcoming. The product owner works closely with the client to get an understanding of their needs.

I will be combining the next few roles together as the Development Team. Within the development team there are a few different roles. One being the developer. The developer writes the code that becomes the final product. The developer takes the information provided by the client and creates the vision. I accomplished this through modifying a slideshow in an executable java file. The next role that I took on was the tester. The tester ensures the functionality of the product. They find any major issues with the product and relays them to the developer and Scrum Master. As the tester, I created test cases based on user stories to ensure the functionality of the product. There are a few more roles within the Development Team, such as designers and architects.

Each role within the agile development process is extremely important. Each member plays an integral role that helps create the final product. Since each step is highly scrutinized and tested, there is a lower likelihood of errors throughout the process. Each step is just as important as the last or next one. These steps are known as “sprints”. These sprints being short and manageable allows for this scrutiny. Additionally, if any changes are required, the short sprints allow this.

As the SNHU Travel Project carried on, the importance of the scrum process became evident. There were unexpected twists within the project that would have felt daunting had the waterfall method been used. The process allows for very complex issues to be dealt with easily. It was definitely the correct method for the SNHU Travel Project. If there were any cons to the real world application of Scrum, it would be the various meetings taking time away from employees doing their work. However, this point is minute since the meetings are to the benefit of the employee and the entire team.

Within the Scrum process, communication is key. There are many tools for effective team communication but the one I will be focusing on is the whiteboard. The whiteboard method is simple. In the office, there is a whiteboard with requirements and priorities established within the scrum meetings. Additionally, software such as JIRA or Slack can help the team stay connected through instant messaging and project status.

A key takeaway from this experience is that I believe I would like to be in leadership. I enjoy programming, designing, testing, and more. However, I think that I would make a good leader. Lord knows that there's enough bad leaders and I can make a good impact in leadership. I’m not sure if I’ll be making as large of an impact within a purely technical role. Additionally, I’m not sure whether I would decide on being a Product Owner or Scrum Master. Moving forward, once I am done with my degree, I aspire to get a few certificates that will bolster my resume for leadership positions.