

Final Sprint Review and Retrospective

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Throughout this course, I have taken different roles within a typically designed Scrum Team. I have assumedly worked as a Developer, Tester, Product Owner, and Scrum Master. Assuming and working these roles have helped me understand in-depth how the Agile Development Process in the software development life cycle works. Everything I have done in this course and every presumed role I have played will be advantageous when I take on a role as a Software engineer in the real world. Throughout this journal, I will take the role of Scrum Master and create a Sprint Review and Retrospective of the work done in different roles throughout this course.

Scrum Master

The Scrum Master was the first role I took, as I assumed a Scrum Master role, I had to make sure I contributed to the success of the SNHU travel project by maintaining communication throughout the daily stand-up meetings. The daily stand-up meeting is a short meeting that is done standing up. Supposedly, the meeting is supposed to be 15 minutes long, and every team member will have an opportunity to answer two to three questions. The first question is ‘what did you do yesterday?’, the second question is ‘what did you do today?’ and the third question is ‘Are there any roadblocks stopping you from accomplishing your goal today?’. As the scrum master, I had to act on behalf of the members to regularly organize and coach the development of the process and communication needed to complete the tasks assigned.

Product Owner

The second role I had to take was product owner, as I assumed the product owner position, I had the chance to view the software development lifecycle as someone without technical knowledge. In this role, I had to make sure the goals, scenarios, and project requirements were

clearly presented to the team. The development team's progress is my top priority, I oversee the progress that the development team has made in a non-technical way. I act on behalf of the customer to facilitate the progress of our project.

Tester

As I assumed the tester role, I contributed to the success of the project by testing the quality and the output of the project code. I ensured that every code written by developers was tested for quality assurance and then report back to the product owner for specifications and customer stories. Every change made from the product owner's stories and scenarios will be adjusted in the code development by developers and tested by me as required. I continuously run tests throughout the software development cycle, as I continuously run these tests, errors, and bugs can be corrected in the development process rather than at the end.

Developer

Working as a developer provided me the opportunity to work as an integral part of the development team that writes the project codes. I worked within the development team, writing and annotating code with clean in-comments for a clear understanding. The in-comment description helps for collaboration and contribution with other developers who might be making changes and debugging my code. During the development process, it is not uncommon for the stakeholders or product owners to change the user stories or project requirements. The stakeholder or product owner may come up with different functionality or may add additional features that weren't added in the beginning. As a developer, having to deal with these changes can be stressful but most of the time it is easier to use the already created code as a template for the new changes since the scenarios and user stories will be similar. The developer timing is ideally managed under

a two-week sprint, where submitted code is debugged and tested for quality assurance. Open and honest communication with the tester is required at this stage of the end of two weeks sprints. All these roles and their responsibilities are being facilitated and supported by the scrum process in terms of time management, efficient delivery, and a strong commitment to collaboration and communication among the team that designs a desired project for the end-users.