**Scrum Master and Sprint Review / Retrospective**

Kyle Keiper

CS 250: Software Development Lifecycle

Dr. Jacquelyne Wilson

August 14, 2021

**Scrum Master and Sprint Review / Retrospective**

This week, I’ve been asked to reflect on being Scrum Master. As Scrum Master, it’s my role to ensure “Scrum is understood and enacted. [We] do this by ensuring that the Scrum Team adheres to Scrum theory, practices and rules” (Cobb, 2015, p. 36). One very important facet of being the Scrum Master is to serve as a foil between those outside the Scrum Team and those inside it. It’s my job to make sure that the Scrum team’s value is maximized by effectively showing the product owner how to arrange backlog items, knowing when to facilitate events such as reviews and standups, and helping developers create clear backlog items.

*Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.*

Each role played a different part. My Product Owner successfully determined which items were priority items, such as the Top 5 Destinations feature. My Developers successfully implemented those priority features, and even went above and beyond by creating a multi window application. My testers properly made sure the features worked by defining what success and failure conditions existed.

*Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion, and Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction*

Our Scrum approach to product management made it easy to adapt to what the client wanted when they decided we needed to have personalized vacation suggestions based on profile preferences. This was not part of the original plan, but our Product Owner was able to relay how much the stakeholders wanted this item, and my developers were able to turn it into a reality. Had we been using Waterfall, we would have been locked into weeks of change requests trying to get the new feature approved since it wasn’t there at the beginning.

*Demonstrate your ability to communicate effectively with your team by providing samples of your communication*

One of my favorite samples was the Beach Ball. According to Keiper, “It’s important to be able to keep things orderly. Having a mechanism to allow people to say all that’s on their mind makes this possible.” (Keiper, 2021, p.2) By creating a token that allowed people to speak, light-spoken people were able to say what’s on their mind without interruption.

Another example of great communication was when Kyle asked Mike about the change requests to the website. There were concerns of ambiguity, so Kyle asked questions that were straight to the point and clear. Here’s an example: “Which other feature(s) can we de-prioritize so the deadline is still met?” (Keiper, 2021, p.4) Our developers couldn’t tell how the new features were going to fit into the existing deadline, so they asked what features could be shuffled around. This helped ensure expectations were not left unmet.

*Evaluate the organizational tools and Scrum-agile principles that helped your team be successful*

I’m not really sure what this point is asking. The biggest principle that helped my team be successful is Agile’s namesake - Agility. By being able to redirect work at a moment’s notice, we could meet the expectations of the client, even after we started going down a direction they had not intended. I suppose the Information Radiator really helped, having a large, central repository of information that anyone on the team can access. This helped ensure we were all on the same page when it came to what the client wants. Nobody was blindsided when a new request came down the pipeline because they already could see it coming on the radiator.

*Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project*

I believe the Scrum-Agile approach was very effective for this project. We didn’t know all of the requirements at the beginning of the project, and I would say that’s the biggest reason Agile worked here. The pros of this approach are manifold - we were able to redirect work in the direction of the client’s intentions; we were able to meet deadlines by constantly being in communication and laying expectations; the features worked successfully by defining what “success” and “failure” objectively looked like for each feature.

One “con” for the approach may have been that there was not much structure to the team’s organization. In some situations, it’s good to have a rigid structure for support. Concrete wouldn’t be very useful if it wasn’t rigid, and there are times that having a rigid organizational structure helps keep the team focused in a specific direction. One example is a client who keeps moving the goalposts - if a client keeps allowing scope creep to happen, having an Agile workspace may not be great as Agile facilitates scope creep easily, since the team can turn on a dime.

References

Cobb, C. G. (2015). *The project manager's guide to mastering agile: principles and practices for an adaptive approach*. John Wiley.

Wigmore, I. (2013, October 29). *What is an information radiator? - definition from whatis.com*. WhatIs.com. https://whatis.techtarget.com/definition/information-radiator.

Keiper, K. (2021, August 7). *Journal - Communication Practices*. Google Drive. <https://docs.google.com/document/d/18c84tSDXwxOBQa7UBU-A69Zc30k338Pf/edit?usp=sharing&ouid=104469968493884619273&rtpof=true&sd=true>

Keiper, K. (2021, July 31). *Journal - Developer*. Google Drive. <https://docs.google.com/document/d/1rVdafe5wtChLceFA_LeFepzd0IaWBL4d/edit?usp=sharing&ouid=104469968493884619273&rtpof=true&sd=true>