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CS-250-X2123 Software Development Lifecycle

7-1 Final Project Submission – Sprint Review and Retrospective

Throughout this course I had the opportunity to take on several different roles of the Scrum team. These roles included: Scrum master, product owner, tester, and developer. By experiencing all different perspectives, it was shown that you need a full understanding of your role, those around you, and how they rely on each other in order to create a quality product. Learning how agile methodology functions in a real-world scenario opens your eyes to just how important communication and responsibility are throughout the entire team.

The first role we were assigned to practice was the Scrum Master. Being a Scrum Master is a very important role as you are facilitating daily/weekly meetings and keeping everyone on task as well as being a resource for guidance. This position is the most suitable for a person who is very organized, a born leader, and self-driven. Using the SNHU travel project as the main example of how the agile method is used, the Scrum Master in partnership with the Product owner would initiate an initial 8-hour sprint meeting in order to plan their 5-week sprint. This would be reinforced with daily morning meetings that run about 15 minutes to keep the whole team up the speed. It is up to the Scrum Master to keep these meetings on track. Having daily goals that the team can agree on is something that is more manageable for individuals to accomplish and leaves less room for getting stuck on one task for too long. We also use these meetings to help the team identify and resolve any areas of conflict, remove unnecessary tasks and correct estimates considering newly discovered information.

The next role we were assigned to take on was that of the Product Owner. As a Product Owner, you need to have many natural and some learned skills. It takes charisma, confidence and empathy. The role of the Product owner is important because you are the frontline with the customer and getting their input. Your ability to communicate and translate what the customer requests to your team is imperative to the process, and if anything gets communicated wrong it will have a domino effect of issues. The interviews with clients help to provide insight from the end users. It is best to get feedback from the end user since that is who is ultimately using the service. Being able to hear from their experience with past products and competitors can provide better vision to create something that they will choose over other options.

Working as a Tester in module four made me realize even more how important communication is in teams broken down in an agile approach. Having accurate and well written user stories from the product owner is essential for testers to produce a final product that meets customer expectations. I find that the most important parts of the user stories would be the original value statements and the acceptance criteria. This is the main information a tester needs to work from to develop a plan for creating a product. The Tester’s main end goal is quality assurance. Making sure that the product is fine-tuned and in an acceptable state to release to the customer. Something that may have been helpful if included in the user stories would have been how easily accessible the customer would like each option to be. Do they want a button right on the home screen for these applications or would it be okay to go through the user’s account page to search these preferences? I composed an appropriate email in order to bring this to the Product Owner’s attention so the question could be asked of the customer. The project could still be continued without affecting production time.

As the developer, one must work with the team to create a product that meets all the requirements and fulfills the end goal. Change happens in nearly everything, and this is no exception. The most important part is meeting the challenge head-on and making any changes in the product to meet any new or different criteria. A team will only function properly if communication is clear and often. If the Product Owner came back with updates to the requirements or new criteria that must be met, Something I may request from the Product Owner would be the reprioritized product backlog as soon as possible so I can redirect my efforts to update the program. Even something as small as this project to update locations and descriptions takes time, especially if it is something that had already been done. Other features may need to be pushed to the end of the list in order to meet requests. I would request that the testers pay close attention to the newly added changes as going back and updating code can lead to bugs if not done carefully enough.

A scrum-agile approach to the SDLC helped each of the user stories come to completion by allowing those stories to be broken down into smaller, more manageable tasks to be delegated among the team. One of the advantages of the structure of the scrum team is that it promotes the ability to divide a large task down into something easier to accomplish. A scrum-agile approach supported project completion when the project was interrupted and changed direction by allowing room for changes to be made. As opposed to the waterfall method, the agile methodology allows changes to be made any time in the process without creating too many issues. In this case, when the SNHU Travel project changed directions, it was simple enough to convert the assets that were already created and convert them to fit the new acceptance criteria.

Communication, organizational tools, and scrum-agile principles were some of the key factors that helped my team be successful. Clear communication played a major role as each of the team members had to communicate with one another to get an understanding of what is done, what still needs to be done, and if any changes occur. All of these factors added up to create an effective process that the team was able to handle to create a product that meets all of the client’s expectations.