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ChadaTech Scrum Master Retrospective

In a Scrum-agile Team there are four roles that are the wheels that make a product be successful for the client. Now the client isn’t technically part of the Scrum Team, but I do want to make mention of them before I explain the Scrum Team due to their importance. The clients are the people who we are making the product for as a Scrum Team. Their role is to explain to you what they require out of their Team for their product. Keep in mind we are making the product for the client, so it is of the utmost importance that we listen and understand the requirements they have for your team. Now, the first point of contact to your Scrum team will always be your client meeting up with the Product Owner. The client will explain the requirements to the Product Owner and then they will take that information and create their team. The Product Owner will continue to be the main point of contact between the clients and the Scrum Team. When the Product Owner has selected their Scrum Team it will consist of a Scrum Master, a Developer, and a Tester. Each member of the team plays a specific role in order to divide responsibilities to ensure efficiency and specialization. One important role that the Product Owner plays is managing the Product Backlog. Now, the role of the Scrum Master is to ensure that Scrum is understood by the entire Scrum Team. Everyone’s goals should be aligned to maximize the efficiency and speed of the Product development. A huge role of the Scrum Master as well is to facilitate development of the team and to make sure the Product Owner is organizing the Product Backlog in order to maximize value. Now the rest of the team is the Developers and Testers. The Developers role is to develop the code while the Tester tests the code.

In my experience of this SNHU travel project the Scrum-agile approach made this challenge much easier. For example, my clients had many ideas in the beginning, but as time went on these ideas changed. More things were added and made more clear as the project went on. In the agile approach we are able to make sudden and immediate changes when they occur. Our clients have the right to change their minds when using this approach in the Software Development Lifecycle because we have the autonomy to change how we are developing our product at any time. With the Waterfall approach this would not be possible because once a phase is started there is no going back. During the sprint retrospective we are able to look back and see if any changes need to be made even if it is through client feedback. Each user story was able to be individually looked at and taken care of by a member of the team, but at any point if any part of it needed to be talked through or worked on we could have reached out to a peer or Scrum Master. This is also what makes this so beneficial is the quick and easy communication and this can be streamlined even more with tools to help set up Scrum Teams like JIRA.

In our Product their was many changes that came about when creating the travel website. As we progressed in the Product the requirements became more and more specific and much had to be changed in a short time span. One thing that never changed, however was the schedule. The Product was still to be delivered at the same time as before. Agile approach makes this so much easier to do with agility being the main priority in this method. The entire team is expected to be ready to adjust at all times. A huge benefit of this method in this project is the fact that we even have the ability to allow the client to change their minds at any point. If you were unsure about how you wanted something done and halfway through someone completing a Product for you, you ask them to make a tweak and they say no, how would that make you feel? It would upset me very much if someone was not willing to be flexible with me, especially if I’m paying them for a service. Allowing this Product to be flexible makes the Product better overall. Your client will be much happier with the outcome because we are allowing them to mold the Product. We as a Scrum Team need to know how to build off of what the client wants and make it better, but we also need them to be able to continue to contribute to the Product development even after the Software Development Lifecycle begins.

When communicating with your Scrum Team the number one thing to always have is respect for everyone. Respect everyone’s opinion in the room and ensure that we are valuing all of our team members ideas. Everyone needs to be heard so that it is a safe space for growth and change in our agile approach. It is too difficult to change things on the fly while also not respecting people’s ideas or them in general. Another thing I would consider is to use Product Development tools like JIRA for communication. This can be done in such a way where verbal communication could really not even be needed (but we will still use verbal communication always) by giving all directions that each role should be doing at all steps throughout the Development Lifecycle. Communication could also be used proficiently when we are conducting any meetings with the entire Team by having certain rule sets, mainly pertaining to respecting each other, but will also include things like everyone speaking at least once and also no speaking over anyone. Now, if I needed to communicate to a peer directly I would most definitely do it in email form so it is trackable easily by either side. I would always be respectful and ensure I only use professional language and only be speaking on work related issues. I would make sure that I have an open dialogue with someone and make sure that their voice is heard whenever they feel it is necessary. I would also make sure that everyone in my team knew that I was always open to email communication during the Software Development Lifecycle. Face-to-face communication is the number one way to go whenever possible. So I would strive to always have my conversations in person to ensure quick and efficient dialogue, while also allowing an open dialogue to happen between two team members.

If I were to use any of the organizational tools available my Product would have been done much more efficiently and maybe even quicker and better. This didn’t seem necessary to use in my case, but organizational tools such as JIRA are great tools to use for any Scrum Team. These tools are used to organize the entire team. It can be used to give specific direction for every step on the Software Development Lifecycle journey. Some major benefits of these tools are the ability to fully engage the entire team with specifics on the entire team, you can update these tools to reflect new goals in real time. Now these are important tools to use, but they are nothing without principles. Agile approach has specific principles that really benefit the Agile approach and should be followed strictly to maximize the potential of the Product. Some of the most important principles to follow are the idea of being flexible and adaptable. To me this is the most important to be able to follow to the highest degree of strictness, without this fundamental philosophy the entire idea of Agile falls apart. Always work to satisfy the client. We had to implement both of these principles when doing the travel project by allowing the clients to make adjustments, while we were flexible and worked hard to satisfy the client. Working on short time frames is really important as well to keep business moving. We also made sure we wrote stories and thought of the clients’ requests in the light of being agile and ensuring the technical side was running smoothly.

I can unequivocally say that Agile Scrum was the best method to use in this Travel project. SNHU made a great decision when deciding to use an Agile team. We had multiple clients that were making requests at any given moment. This makes it much more difficult than if we had one client because the likelihood that changes will occur increases by three times. This makes the Agile principle of being adaptable that much more important. Changes did occur often as well so again Agile was the perfect choice for this fact. One con of the Scrum agile approach is that it may not have been completely necessary. A website like this could have easily been ran using the Waterfall approach because of how simple the product was. The biggest con with that is that we would not have been able to make any changes that the clients requested. So with all this being said I do think that the Agile approach was the absolute best thing for this project and I wouldn’t prefer to use anything else for any project because I feel that the Agile approach will make every project much better in nearly every aspect.

**References**

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