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CS 250 FINAL PROJECT

8/12/22

SPRINT REVIEW AND RETROSPECTIVE

Throughout my experience working on this project course, I have assumed different roles; from

scrum master to product owner to developer to help in a successful software development cycle.

As a scrum master, my biggest role was ensuring all my team members are well trained and

understand all the agile processes, by knowing their respective roles and goals and allowing

everyone to have a sense of ownership which promoted a self-managed team . My role also

included holding daily scrum meetings that lasted about 15 minutes which allowed team

members to estimate how much time they needed to complete specific tasks and note any

obstacles that may keep the team from completing any tasks. To help my team stay focused on

the tasks that needed completion during each iteration, I looked for distractions and roadblocks

that could impede progress by working with stakeholders and product owners to redistribute

workload in cases where a team member had been assigned tasks on multiple teams. Generally,

as a scrum master, the scope and vision of a product ensured the team members understood the

Scrum theory and adhered to scrum practices and rules.

My role as a product owner was to bridge the gap between the product strategy and development.

I was responsible for the product backlog, organizing sprints and answering questions from

developers. The product backlog was an essential document for agile organization by capturing

and prioritizing the development team’s user stories to work in upcoming sprints. I worked by

translating the understanding of the product manager’s vision and what each products’ area is

designed to do for its users, which enabled them to explain to the development team the how and

why behind all user stories and other tasks they’re prioritizing. As a product owner I had to act as

guidance in cases where my team was unclear about a particular job assigned to them, like why a

user story calls to design the product functionality in a particular way. As a developer I took the

responsibility of developing the requirements of the client or producing the deliverables which

would then go to the tester to know if the team can move forward with the next task or improve

on some areas before continuing.

In the Scrum-Agile method, every scrum role represents an essential part in successful

completion of a development project. The user stories in agile determine requirements and add a

human factor to the software development project, producing a launching point for the team and

client to develop solutions that aren’t strictly adhering to tools but to adaptation. Agile also

allows the user stories to be broken down into smaller stories which add details to the

requirements and stimulate more discussion , so everyone who has a stake in the project will

contribute at some point. Agile methodology offers great flexibility and takes less time to be

delivered as compared to waterfall which are typically more expensive.

While working in this project the daily standups that were held were the most important agile

practices to help avoid interruptions. However, in cases where interruptions occurred the team

would then be forced to examine the root causes of the support issues and fix them. Through the

Scrum Agile approach , the team implemented the fluorescent note card method which called for

visible stakeholder negotiation around the impact of interruptions. So, when a stakeholder came

to our team with an interruption request, the Scrum master wrote it on a bright note card to

distinguish it from other tasks then the team would do a task breakdown and estimate their work

effort.

As a scrum master , maintaining effective communication among team members was an

important tool that helped create an open environment where everyone felt safe to share ideas

and ask questions without being judged. I effectively did so by first appearing confident and

maintaining body language, appreciating people for their positive input before providing any

harsh feedback, remaining optimistic even during hiccups in the project and keeping notes of

everything discussed on previous meetings on a whiteboard, to allow easy flow of

communication and follow-up and keep everyone up to date. Effective communication allowed

the team to be closely connected and remain informed on all requirements needed for the

ongoing project.

The major agile principles and organizational tools that helped our team be effective included,

breaking down big projects into smaller tasks to avoid work overload on our team members. It

was also important to provide a motivating environment by creating processes that promoted

sustainable efforts , welcoming all new changes or ideas, having the team reflect at regular

intervals on how to become more effective , measuring progress by the amount of completed

work and not interrupting, and always continually seeking excellence .

While working on SNHU Travel project ,Agile method has helped our team succeed by making

the software project more successful at meeting user and customer needs and producing software

more quickly than Waterfall methodology. Agile also provided a way for the team to deliver a

better product in a faster way through short iterative sessions/sprints which generally increased

flexibility ,productivity, transparency and stakeholder engagement and satisfaction. Moving

forward as a developer in the tech field, I would proudly apply the Scrum agile approach while

working on future projects.