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CS-250 Software Development Lifecycle

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**2-5 Journal: Scrum Master**

SNHU Travel has been a leading travel agency in New Hampshire for the past decade, thanks to its ability to secure excellent travel deals for its clients. They are now looking to expand their presence by offering trendy and unique vacation packages, hoping to attract a wider audience across the United States. My objective, as the Scrum Master, is to develop a specialized system for booking vacations. To achieve this, I will be assembling an agile team consisting of a tester, developer, and product owner. Our next steps will be to create an agile team charter and schedule various scrum events, including:

Sprint planner: At the beginning of a Sprint, the Scrum Team works together to create a plan for the work that needs to be done. This is called Sprint Planning. The Product Owner makes sure that everyone is ready to talk about the most important items in the Product Backlog and how they relate to the overall goal of the product. Other people may also be invited to provide input during Sprint Planning.

During the Daily Scrum, developers have the freedom to choose their preferred structure and techniques as long as they are making progress toward the Sprint Goal and creating a plan for the following day's work. This helps them stay focused and better manage their time. Additionally, Daily Scrums facilitate communication, identify obstacles, promote quick decision-making, and ultimately reduce the need for other meetings. It's important to note that developers are not limited to adjusting their plans solely during the Daily Scrum, as they often have more detailed discussions throughout the day regarding any necessary adaptations or re-planning of their work for the current sprint.

The Sprint Review assesses the sprint's results and determines future changes. The Scrum Team presents their work to stakeholders, reviewing progress towards the Product Goal. Attendees collaborate on the next steps based on accomplished work and any environmental changes. The Product Backlog may be adjusted.

During a Sprint Retrospective, the Scrum Team evaluates the previous Sprint. They identify what went well, and any problems faced, and make helpful changes to increase their effectiveness. It's limited to a maximum of three hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

The Sprint Backlog is made up of three important parts: the purpose of the sprint (Sprint Goal), the specific Product Backlog items chosen for the sprint, and a plan of action for achieving the Increment. The plan is created by the Developers and is updated regularly throughout the Sprint as they gain more knowledge and understanding. The Sprint Backlog helps the Developers see exactly what work needs to be done to reach the Sprint Goal. It should be detailed enough to help them track their progress during the Daily Scrum.

As a Scrum Master, I help my team achieve their goals and improve their performance each sprint. We prioritize satisfaction, productivity, quality, collaboration, and ownership to deliver successful products.

To achieve successful product development, the team needs to focus on continuous improvement. This will enable them to maximize the value derived from each sprint event.

Top of Form

Bottom of Form

*The 2020 scrum GUIDETM*. Scrum Guide | Scrum Guides. (n.d.). https://scrumguides.org/scrum-guide.html#sprint-backlog