After working through this series there have been many different perspectives on the agile process, team member roles, and the SNHU travel project. Each of them provides a unique perspective into the SNHU travel project and how it may affect both the team and the end user. To best understand the process, the challenges, changes, and the overall outcome of the project we must look at a complex view into the sprint and retrospective processes.

The various roles of the team played a specific impact in the outcome of the SNHU travel website each changing and adapting to recent changes throughout the weeks which perfectly followed the agile process. To start the Scrum master helped to contribute to the success of the project by keeping the team on track and passing on information that would be important for the team to know, such as when the travel website needed to be changed so it could be dedicated towards relaxation and wellness, lastly the scrum master helped to facilitate meetings and made sure that each part of the team was able to vocalize there success and issues as the project progressed. Next the Product owner helped the team by relaying what they wanted from the project with examples and made the scrum master aware of changes they wanted in a timely manner before the project got to far, and thus was able to be changed quickly. Some examples were what they wanted out of the travel website, what they wanted the website to do, and how they wanted it to look and its requirements. Next, the developers helped by understanding what was needed from the product owner through the scrum master, and also asked important questions which were seen in some of the meetings through the weeks with example such as “Is there a specific decorative look for there website”. The developers also stayed flexible when there were changes at the last minute, such as when the product owner wanted to make changes or add requirements to the website. Lastly, the testers proved to be a good assistant to the team by being there to test the project as it developed and then being able to pass along information as the project progressed. All these team members provided the necessary skills in order to get the project completed even through the changes by using an agile-based approach.

Through this project the scrum-agile approach helped each user story come to completion in multiple ways. In the beginning the “Initial client meeting” was an example of the beginning steps of agile. “The defining requirements” of agile where the client and the product owner went over what the client wanted from this website with specifics such as time expectations, project requirements, and end goals. From this meeting the scrum master then went into the next steps of creating the agile team, schedule the scrum meetings, sprint planning, sprint review, and backlogging refinements. This then led into the “Product owner and user focus group” where the team used more agile based scrum by having the product owner ask customers what they would be looking for in the SNHU travel website which also helped with the defining requirements phase of the agile method. Through the next few meetings the team went into the development phases where different portions of the project were created such as creating the code, adding pictures and descriptions which helps support the design and build portion of agile. Lastly, the team meeting went over testing the product with unforeseen errors such as pictures not showing up or descriptions not working. This resulted in the project getting sent back to the developers to fix those issues, and shortly after the product owner wanted changes as well which needed to go into effect when the developers had the product back. All these steps through the process helped to prove the impact of the agile process through the story line and how each team member played a specific role in supporting the agile scrum process.

Changes will come throughout projects and should be expected, which is why the scrum agile approach fits perfectly due to its flexibility and its ability to accept change on a moments notice. A part in the project where it was interrupted and changed directions was when the product owner explained to the team that the user now wanted there travel website to have specific detox/wellness travel options which changed what the website originally was. The scrum agile process was accommodating to this by following the agile process of being able to go back to the requirements phase without the whole project getting thrown away. This significantly helped the end goal by only having to change very few requirements rather than redesigning the whole project. This change then restarted the agile process as it then moved back into the development phase by working on the original project and adding the specific wellness/detox travel options.

Communication plays a key part in any team especially a scrum agile based team, which can be seen in through examples through the last few weeks. As each step of the agile process moved on communication played a role in how the process flowed from one step to the other. Even at the beginning communication had to take place from the product owner to the scrum master to the team in what the product owner was looking for in the project. Then another example took place when the product owner did a questions session with customers, and they communicated their wants from the program. Lastly, communication had to take place specifically between the testers and the developers when issues came up and the code had to be fixed, they had to communicate what the issue was in detail so then the developers can use that to fix the issue and then the project be retested. Communication is a key part of an effective team and provides and encourages collaboration among all the team members.

Organization and tools are necessary in a team to effectively complete projects and output good working programs with the travel website being a good example of that. As the team worked through the agile process, different steps and tools were used to make the process as effective as possible, such as putting the customer first. This can be seen when the product owner asked future customers opinion’s on what should and shouldn’t be in the website, this can also be seen at the end when the project moved direction’s when the customer wanted different options added which included the agile idea of positivity to changing requirements. Another tool they used was to communicate effectively in face-to-face meetings as the project moved forward and even from the beginning every meeting was face to face regardless of the issues or questions. These tools not only have a positive impact by themselves but work together in both indirect and direct ways to have the end goal of making the customers and end users happy.

Overall when we talk about the success of the scrum agile process we need to look at the goal and how it was reached. Through this project and as it developed I can say that the scrum-agile process was a success in many ways. There were many pros to the process but the single greatest factor being the ability for it to change along its construction path at a moment’s notice without significantly affecting the project or having to start from fresh. The ability for the project to remain flexible like this not only helped the team but also the end users and the product owner which can be seen throughout the project when they wanted to make changes. Not only were those changes welcomed they only delayed the product shortly. Overall the scrum-agile approach was perfect for the SNHU travel development project due to its ability to be flexible, be open to change, and reduce any outside negative impacts, to ultimately create the best end product and keep the end users happy.