Upon the arrival of the development and release of this product at the beginning of the planning phase for the requirements of the functionality, there were different sets of expectations. Building this product was no easy task as the team had some struggles but worked through them and exceeded the limit. The team learned from their mistakes and pushed through the obstacles met through the development. New skills were made for everyone in the team, which allowed them to better the quality of the product and increase efficiency. Furthermore, I have learned new techniques as a scrum master which allows me to be a better leader and coach to the team.

Without the scrum team members, the product would have never been completed and therefore each role of the scrum team is important. The product owner made this project a success with the various meetings they attended with the client, stakeholders, users, and customers. Without these meetings, the scrum team would not have been able to accomplish the requirements and functions of the travel site with no end goal in sight. Also, the meetings the product owner attended with the users and customers allowed for the insights that were needed to create the best quality product for the end-users. Although I, as a scrum master usually performs in the background helped the team keep the focus on the backlogs priorities and continued to stay within the allotted time for each task and meeting, so the deadline was met. Working closely with the product owner allowed me to focus on what was expected of the scrum team and help practice agile practices. The various roles in the development team are extensively important as each role contributes to the goal of the completion of the product. Each morning, the team convened for 15 minutes for the daily scrum of the sprint to examine the progress of the sprint goal, where every one of the team will describe their task and how it will work, and which member of the team they’ll need help with achieving the completion of this task. The goal of the daily scrum is to allow the development team to understand the sprint goal and see if they are still on track and adapt to ensure the completion of the product within the deadline. The roles of the scrum team include the developers who develop the program and run and debug it. The designer oversees the design of the product and connects with the end users and what they appeal to. The testers of the development team test the product and ensure there are no bugs within the product, and it functions as it should. Quality assurance tests the final product, checking for bugs in the program. They examine if the requirements were met from the design and the functionality of the product for the end-users. Each member of the scrum team contributed to the completion and success of the product.

The approach of the scrum-agile development of the SDLC (Software Development Lifecycle), allowed for the completion of the user stories. The agile approach allowed the team for an iterative and incremental development process, ensuring that the release of the product was met. Each phase of the product divided between the team allowed for the results to be completed and final and ready to use. After each sprint, a usable product was delivered to the customer, which allowed for feedback from the customer and revealed what requirements were met and what was required to ensure the best quality of the product. The creation of the product backlog ensured that the development team acknowledged and understood the priorities of the product. Each item on the backlog was called a user story and was a requirement that needed to be implemented in the product. Sprint planning and sprint backlog creation allowed for the release of a working version of the product to be released to the customer for feedback. Sprint duration could be shorter or longer depending on the development team and what is decided. The sprint backlog accounts for the user stories that will be worked on and completed during the sprint to allow for transparency for the team to be educated on what is being worked on. The backlog allows for the scrum team to be accountable for time management. During the sprints, the scrum team will have daily scrum meetings which will be held for 15 minutes to discuss the tasks that will be worked on during the sprint and what is needed to accomplish the task. Usually, there will be a board for the scrum team to visually see what needs to be done, what is being worked on, what is being tested, and what tasks have been completed. Daily scrum meetings allow for flexibility in the developmental process and understanding of what changes need to be made to allow for the completion of the tasks. After a sprint, there is a sprint review, where the product can be released to the customer and allows for the team to analyze the results, allowing the stakeholders to decide if there need to be improvements made. During the retrospective, the main goal is to discuss the results and understand what worked and what didn’t work in the development process of the product. This allows the team to take note of what should be used during the next product. Since a scrum-agile approach is very flexible and allows for different phases in the product to be worked on at one given time it allows for change to be easily made. The changes that needed to be made helped clarify and better the quality of the product to the end-users. The changes were implemented, and the scrum team overcame the obstacles and prioritized the changes to be made to ensure the release of the product was met.

During the process of the development of the product, communication is very important as the scrum team needs to be transparent and allow for everyone to be on the same page. The scrum team communicated during the daily scrum meetings for 15 minutes where the tasks were discussed on how they would be completed and who would help complete the task. Another form of communication within the scrum team is emailing, which allowed for the team to stay in contact without having to have face-to-face contact and still be able to share files and documents. Another form of communication is surveys and feedback boxes for the stakeholders and customers to allow the team to make improvements on the requirements. Communication in the scrum-agile approach allows for transparency and the production of a quality product for end-users to use.

One of the tools that are used during scrum is JIRA, which helps with organization and keeps a list of backlogs items, and helps foster and encourage communication. JIRA is accessible to every team member and there is no need to download it since it is a web application. During the scrum-agile approach, the scrum team has sprints and daily scrum meetings which attribute to the completion of the product and allow the team to meet the requirements of the user stories. Each of these scrum events allows and encourages collaboration between the team members.

The scrum-agile approach was very effective and efficient for the SNHU travel project as it helped the team keep organized and focused on the tasks that were a priority. As a scrum master, I enjoyed the development process, even though some obstacles needed to be overcome. I found there were no cons in the scrum-agile approach as it allowed for the flexibility needed to make the changes that interrupted the completion of the product. Overall, the scrum-agile approach was the best approach for the SNHU travel project as it fluidly allows for change to be made quite easily without having to start the process over again.