**Scrum Team**

When identifying the specific roles and how they contributed to the Travel project's overall success, we can start with the Scrum Master. Just looking at the title "Scrum Master," you can think of that person being the head honcho sort of speak; however, everyone within the agile system contributes to the project's success, and no role is too small and or should be considered inadequate. The scrum master is responsible for the team's efficiency and keeps tabs on the team members to ensure we are on a path to finish by the deadline. They are also responsible for presenting the product to the client and updating the client's feedback to the team to get a better grasp of what is working and what is not. Working as the Scrum Master is great because you're the team's expertise and are at the center of how well the team is going to function, and ultimately as the scrum master, you're pushing for everyone's success as well as a unified sense of teamwork amongst us. Now we move to Developer who oversees developing the specific tasks within the project and making it work and work well. For the developer to do their job we then move to the tester who tests their work and make sure it runs without fail and if it does fail it is sent back with an explanation of why it did not work and what to do to fix the problem. Finally we have the product owner who is in charge of keeping the team organized whether that is defining Stories or even prioritizing backlog they’re a main component to keeping everyone informed and organized.

**SLDC (Software Development Life Cycle)**

The SLDC (Software Development Life Cycle) helped complete the user stories because of the lifecycle flow; requests were able to be addressed and worked into the final product seamlessly, thus giving the development and overall efficiency boost. For example, when looking at the user stories we were presented, I believe one of them was to create a sort-by price drop link, which going back after delivering the final product would be very tedious. Still, with this being SLDC, the process was smooth and able to be addressed on the fly and not after the fact. Looking at a user story addressing it and presenting it to the team for correction is monumental in how efficient and organized the team will be working on the project.

**Scrum-agile Approach**

When looking at the Agile approach taken in the projects where a significant change has occurred, it was interesting to see how well the agile approach handled that shift. A few of the benefits of an agile approach are flexibility, better control, transparency, and better product quality, so it's no wonder that when a project takes a full 180, the agile system can respond to that welcomingly. For example, we have a project and a client that wants the project formatted in one way. Still, the product owners give feedback, and it looks like the way the client had initially wanted the final product needs to change its format drastically. That is where an agile system earns its respect; if this were, for instance, the Waterfall Model, we would have a significant delay in the rollout of the finished product. However, with this being agile, it almost welcomes change. There is far better planning in an Agile system, and the design lets us work on significant changes vastly more efficiently.

**Communication with Team**

A sample of communication to some of my fellow team members:

To: Product Owner

Dear Product Owner,

Tester (me): I have been monitoring the development of the product we are working on and have recently gotten new information from management and wanted top go over some key things I would like to be clarified if possible.

What is the updated deadline? And if we are moving the deadline what are we doing to ensure we make the updated? Have you encountered any other problems that could impede deadline? Thank you again for your timely work I appreciate you.

Regards,

Bradley Magana (Tester).

When looking at this sample email, I feel it is essential for whichever team member I’m emailing to know that they are not on the hot seat. We all share responsibility for getting the product finished in a timely and efficient manner. Also, something worth noting is that when communicating with team members, we all need to be trying to better our teamwork as a whole, because the better and more comfortable we get, the more efficient the product gets out the door to the client.

**Evaluate the organizational tools and Scrum-agile principles.**

One of the principles I appreciated corresponding to agile is that of collaboration; being able to share the load and responsibility can take a lot of the pressure off one person. Another principle I like very much is self-organization; we could have the best, most knowledgeable team out there, but the entire squad would collapse without being organized. We would have widespread confusion frequently. Finally, I would touch on the Value-Based Prioritizations, prioritizing the most critical tasks within the project. Prioritizations can save a lot of time and keep the team more organized as well as hone in one or two high-priority tasks and get them knocked out efficiently while staying organized.

**Waterfall Approach or Agile?**

At the beginning of this course, I was only familiar with the Waterfall Approach, but I will be the first to say now that Agile is, without a doubt, better and far superior over the waterfall in most cases. Waterfall has a fixed and firm timeline, whereas Agile has a short and flexible timeline; the waterfall method offers a more predictable outcome, while agile is better for delivering a project in a short amount of time. Moving to the budget, this is where Agile is better; Agile has a budget but with wiggle room which is beneficial when it comes to not compromising, while waterfall is a fixed, inflexible budget with no room for error. Finally, the last main reason I prefer agile over waterfall is that while agile has certain safeguards to ensure a superior final product in terms of routine checks. In contrast, waterfall remains stagnant and has none of that, meaning if a problem happens in waterfall, it takes way more time to fix the problem than if it occurred in an agile system. Overall I would say the evidence I listed above shows that the agile approach was best for the SNHU travel project.

References

Lotz, M., & About the Author Mary Lotz is Segue's Director of Engineering. She is a certified project manager (PMP) and scrum master (CSM). (2018, November 20). Waterfall vs. Agile: Which Methodology is Right for Your Project? Retrieved from https://www.seguetech.com/waterfall-vs-agile-methodology/