I played many different roles throughout the project for SNHU travel to meet the client’s expectations. In my position as Scrum Master, I was the main facilitator of the Agile development team, and I was responsible for facilitating the flow of information within the team. This is accomplished during daily meetings or stand ups with the team at a set time and place to give the team the ability to openly communicate with each other. The three key points for each person who speaks at each meeting to touch on are; “What I did yesterday”, “What I will do today”, and “What is impeding me”. As the Scrum Master it was my responsibility to keep these meetings on topic and ensure I help with everyone’s impediments to guarantee their success. Another part of my role as Scrum Master was the creation of the team charter document. This laid out the role of everyone on the team, what we would be doing for the project, behavioral conduct, and communication guidelines to keep expectations transparent from the very beginning. This was a great way to get everyone started out on the same page and fully aware of what to expect in the project to come. My job is to coach the development team on Scrum theory and practices while guiding them in the processes and rules.

Following the duties of Scrum Master, I took on the role of Product Owner. The Product owner acts as a brand ambassador of the product, representing the client to the development team. They play their role by speaking to clients or stakeholders and are responsible for creating user stories and a product backlog. User Stories were created to provide insight into what users want from a product and they act as a conduit between developers and end users. To create the user stories, I interviewed potential users and learned what features they would find most beneficial to a travel booking website. I converted the ideas given by those users into five requests and wrote out the user stories for the development team to understand the end user’s point of view. After this information is collected, it can be placed in a priority-ordered backlog. It is then groomed by the entire team for approval, allowing for open communication. It is the Product Owner’s responsibility to ensure the product backlog is clear, transparent, and accessible to all.

The next role I stepped into was the Tester where I took user stories from the Product Owner to make test cases that determine when a user story meets the requirements of being complete. Tests are conducted at the beginning of the development process in Agile and they are continuous throughout. As a result, the development team receives instant feedback which allows them to find failures immediately. A project’s failure points should be found early so the team can come up with solutions sooner rather than at the end of development. By constructing test cases, we can understand what the product needs to provide to pass and be accepted.

During my role as developer on the team, we began with a meeting discussing the changes in the requirements for the project. Since we were already implementing Agile methodologies, we were able to adapt quickly to the changes. Agile developers aim to create working code quickly this allows the flexibility for changes in requirements. I was able to take the revised user stories and test cases to make modifications to the code to reflect the new requirements. Thanks to Agile, we were able to make quick changes to our short sprints as we went along with the ease of testing as we go. When extra communication was needed for clarification, I prefer to email the person directly. Rather than waiting for the next daily scrum meeting, an email allows us to immediately ask for verification if there is more information needed for our current step in the process to prevent any delay.

Agile has certain tools to keep the team organized, some of which I mentioned previously such as sprints, daily stand ups, user stories, the backlog, and test cases. Constant transparent communication was made possible with the implementation of these tools. Together they are essential for maintaining team collaboration and making sure everyone on the team always knows where they stand. The team charter we created lays the foundation for the team and expectations on what is required of them. Short sprints make planning easier and increases focus. Daily stand ups allow teams to stay in constant communication about progress and getting help as needed to avoid potential delays. The user stories we created provide insight into what is required in the project and why. The backlog is a prioritized list of what is finished and still needs to be completed to aid in decision making through development. Test cases give clear conditions used to determine if requirements are met. All of which contribute to the overall success of the project throughout the entire development cycle.

The Scrum Agile approach was the best approach to this project, in my opinion. With this methodology the team can change development at any stage with increased flexibility. We had the ability to quickly incorporate changes as requirements changed. It provides quick results as you focus on developing working code with simple testing for maximum work output and quality. I can easily see how this approach keeps teams motivated and prevents silos in the workplace. It’s best for the client as they have more control over the entire procedure, they can approve of different stages in the development process or request changes if it’s not turning out how they wanted. With waterfall it would take a lot of planning and with each step of the process it's harder to backtrack if the requirements change. Completion dates would have been compromised if they requested a complete transition into wellness/detox packages after the development team completed their work with the booking system how it was. The downside can come from the members of the team when it comes to the Scrum Agile approach. It requires commitment from all members with strong cohesion and understanding. If a member of the team leaves during the development process this would negatively impact the rest of the team. The group needs experienced people to accomplish their tasks since there are no specific roles and members are expected to be cross-functional. Although these were not issues that impacted the SNHU travel project, they are always a possibility when it comes to working with a scrum team.

Ajmal, S. (2021, August 17). Pros and cons of Scrum methodology. Retrieved February 18, 2022, from https://www.quickstart.com/blog/pros-and-cons-of-scrum-methodology/