**Applying Roles:**

Over the duration of this course, I was able to take on different roles on the scrum team. The roles that each scrum team consists of are Scrum Master, the Product Owner, the tester, and the developer. Every role was a crucial one to contribute to the success of the SNHU travel project. The Scrum Master was responsible for creating scrum events and making sure that everyone is meeting deadlines of these scrum events. The Product Owner was responsible for collaborating with the Scrum Master with all the goals in mind of what the stockholders have in mind for SNHU Travel. The tester was responsible for testing out the product and communicated with the developers on what worked and what didn’t so the developer can make improvements for better results. Last, but not least, the developers design the project and communicate back and forth with all the members of the scrum team to get the idea of what’s expected for SNHU Travel.

**Completing User Stories:**

A Scrum-Agile approach to the Software Development Life Cycle (SDLC) helped user stories come to completion by taking the most difficult tasks and cutting them down to size to make small improvements to have a successful launch of the product. Within SNHU Travel, there were user stories in place where the Product Owner would just gather information from the stockholders on what they want to see within the project. The Product Owner would then report back to the scrum team to let them know the expectations of the project and organize scrum events to get a progress update and see if everyone is making the mark one step at a time to successfully complete the SNHU Travel

**Handling Interruptions:**

Of course, as I learned within the course, the Scrum Agile project isn’t always going to be straight forward. It will come with interruptions that will disturb the Agile movement of the project. Take for instance the change that needed to be made for SNHU: the Product Owner wanted the team to readjust the project to specifically focus on detox and wellness travel at the very last minute. Even though SNHU Travel was already developed, the changes had to be made.

**Communication:**

An example of communication between team members stems from which I wanted clarification from Christy about how the Top Destination Slideshow should be layered out. Basically, asking Christy what information should be included in each slide and should it be sorted by the price or vacation type.

To: Christy

Subject: Test Case Development Clarification

Hello Christy,

I’m currently working on the development of test cases for our SNHU Travel software, and I need additional information regarding our top destination slideshow and the sorting of vacation packages.

For the Top Destination Slideshow, could you give me more details of the layout of the slideshow. I would like to know what each slide’s information should contain and how it should be formatted.

As far as the vacation packages go, how should they be sorted? Should they be sorted by the price or by the vacation type?

Your input on these matters would be helpful to further improve the test cases and help meet the project requirements. If there’s anything else you need, please let me know. Thank you.

Sincerely,

Cameron

**Organizational Tools:**

There were tools that were used to help the Scrum team transitioning the approach from waterfall to agile. These tools include Azure DevOps and JIRA. Azure DevOps is used to develop a product backlog, sprint, and user stories while JIRA is used to keep track and manage the team’s tasks and keep track of any issues that occur during.

**Evaluating Agile Process:**

The Pros of the Scrum-Agile approach for the SNHU Travel project is that it provides flexibility. Meaning that changes are susceptible to occur, the agile approach is perfectly capable of adapting to any changes necessary. It’s not as straightforward as the waterfall approach, meaning once a phase is done that’s it. Another advantage is that apart from the flexibility, the rapid change that can occur in the project can help meet the satisfaction of the customers. The cons of agile are the uncertainties and difficulties that lie with the changes depending on how many changes that need to be made within a certain time frame. Another disadvantage of the agile method is that because of the project being susceptible to change, SNHU travel must factor in the budget depending on what’s needed and hoping the required items would fit within the budget. In conclusion, the Scrum-agile approach is the best approach for the SNHU Travel budget because it helps deliver the project in the best possible quality. The project calls for creating multiple small groups to tackle smaller tasks to ultimately build the project successfully. The project is perfect for flexibility.