The completion of this sprint is due to the hard work and combined efforts of all members of the team. The team consists of the product owner, the scrum master, developer, and tester. The product owner was responsible for communicating back and forth with the customer to inform them rest of the team of changes needed to better the product. The scrum master was responsible for providing everything the team needs to be successful and inform them of the scrum methodology. The developer was responsible for creating the software and code for the actual webpage for SNHU Travel and needed to work with the product owner when development was changed during the sprint to accommodate the changes. The developer was also responsible for turning the customers' requests into user stories which are expectations for the finished project. The tester was responsible for creating test cases to check the code and software created by the developer and communicated with them to create these test cases to ensure the program does what it is meant to.

The scrum-agile approach helped the user stories come to completion by providing the adaptable and supportive development environment to encourage the work of the team. The user stories were based on the needs of the customer that was communicated to the team by the product owner. The emphasis on communication in an agile project led to the success of user stories being completed especially when changes were made by the customer. This development style expects change and allowed the user stories to simply be modified and still meet the deadlines set by the customer.

The agile style was the best way for the team to tackle this website development because of the adaptability this style provides. During the development of the website SNHU Travel decided to make changes on what they wanted from the finished project. This was an important adjustment the team needed to make, but because the process of an agile development change is expected and were easy to change without having to start from scratch. The development team needed to make changes to their user stories and testers need to adjust their test cases to accommodate the new expectations of the final product. After these changes were made developers made the changes needed but kept the original source code that was made before changes were required.

In an agile style of development communication is the most important aspect of working as a team because there will constantly be changes in the plan and communication will be needed to adjust to these changes. The most common example of communication is the daily scrum meeting in which the team discussed issues they are having and tasks they completed the previous day and tasks they plan on working on that day. This encourages open lines of communication because it is important for team members to openly discuss issues they are facing in development. Another form of communication is made between the developer and tester to create test cases. It is important to clarify and be very detailed to gain the correct information from the developer to properly build test cases based on the user stories. It is also extremely important to communicate during sprint reviews because plans can change like they did in this development cycle. When the changes were made the team needed to change the goals of the next sprint like the test cases and adjust written code to accommodate the new requests of the client.

Throughout the development cycle of each sprint, it is extremely important to remain organized to stay on track and reduce access work. There are different types of tools to help with organization some as simple as a whiteboard and others through software like VersionOne. These tools are use to keep track of tasks that have been and still need to be completed, but it also helps keep track on a bigger team who is working on what because a bigger project will have multiple tasks being worked on at once by different members of the team. There are also different methods used in an agile style to organize tasks based on size of the task to adjust the amount of time might be necessary for completion. One form is affinity grouping which involves the team choosing one task at a time and all deciding together if the next task is smaller or larger than the first task that was decided.

The development cycle of the SNHU Travel website was a well developed process because of the use of the agile style. This is specifically true because of the adaptability that that agile style provided because of the changes that were needed to be made after a sprint. In this case the SNHU Travel team decided that they wanted a specific change to be made to better suit their needs as a travel agency. This would not have been a simple change in a waterfall style because the client would not be able to see the website until the product is finished and the deadline was met. The inclusion of sprints and testing at the end of each sprint changes are easily made without having to start from scratch which is the methodology of the agile style. A con that could be considered large or small is the lack of paperwork required for the development cycle in agile. In some cases a lack of paperwork could result in missed information if communication is not as good as it should be.

Overall the development process was very successful and achieved the goal of the project that was given by the SNHU Travel agency. This is because of the methods used in the agile style to reduce duplicate work and provided time to review the website to allow for changes to better accommodate the client. The use of agile over waterfall is a huge step in the right direction to remain ahead of the times by creating a better work environment and improving development by allowing improvements to be made throughout the cycle.