Christy was the product owner of the project for SNHU Travel. She helped successfully complete our task by acquiring responses and comments from our clients earlier in the task, so we understood what we must improve. She forwarded these details to the remainder of the group so the responses could be executed appropriately without starting from the beginning. Brian, the tester on our team, gave his additions by getting a description of what was needed from Christy around our user stories and developing test cases. Ron, the Scrum Master, gave his additions by collecting useful data from our customers in the initial engagements with them and Christy. At that conference, Ron also summarized what actions we needed to finish to secure the timely fulfillment of this task. Finally, the team of developers also gave their additions by developing the code required for our task to run successfully and heeding all the best methods.

We used a scrum-agile method to create our user stories because we already held a functional code segment and could make modifications without starting from scratch. We were capable of making changes to our list view control to guarantee that it functioned as we planned, and we could execute the top five travel destinations even after the task had begun and was in working order. The scrum-agile approach allowed us to get back to basics with our list view control and fully implement the top five destination lists we had come up with in our user stories.

Even as our project changed directions and moved more towards detox and wellness travel, we could utilize our scrum-agile approach to have a quick meeting about the change of direction. In that meeting, Christy took the whole scrum team, including Ron, Brian, and one of our developers, to inform them of the change of direction. In addition, Brian updated our test cases to fit the project's new direction to ensure that it works as intended. Our development team initially expressed concern about changing the rules for the project. Still, thankfully, our scrum-agile approach does not require us to start all over when it comes to the project, and we can quickly go back and make changes to any part of the project at any time. Ron confirmed that we were on the same schedule and ensured that our development team had enough time to complete the needed changes.

Early on, I sent an email to Christy, our product owner, to ask questions regarding our user stories and get clarification on a few things so that we stay on track and are keeping our development in the right direction. Asking questions encouraged collaboration by asking Christy to provide answers to my questions and allow us to share those responses amongst the rest of the team so that the team can discuss in a scrum event and will enable each team member to provide their opinion and ask any follow-up questions. After the project changed direction towards detox and wellness travel, I emailed Brian, our tester, and Christy. I asked Christy if there were predetermined locations we needed to include on our site or if we needed to research them as a team. I asked Brian to create test cases for those destinations, whether Christy provided them or we researched them ourselves. This email encouraged collaboration by asking Christy what our development team needed to do in terms of finding locations to list on our site. It also kept Brian in the loop by informing him that test cases would need to be established for those destinations once they had been determined.

The organizational tools that most contributed to our team's success were user stories and the product backlog. User stories allowed us to break down our project into steps and individual tasks. It was creating user stories that allowed us to divvy up the project, not to make it seem as big as it is. The product backlog went hand in hand with the user stories, as it took our project and made it into somewhat of a to-do list that showed us what features needed to be implemented in what order and the priority of each item. The scrum-agile principle that came into play most prominently was adaptation. Being adaptable allowed us to change directions with our project and not lose everything we had worked on up to that point. The transformations also qualified the team to successfully and seamlessly implement the changes our product owned informed us where needed.

The biggest pro of using the scrum-agile approach was the flexibility. Changing directions for our project and not having to start over or completely mess with our development timeframe was critical to our team's success with this project. A con with scrum agile in this project is that it adds additional work to each team member's plate when the project changes directions. It did not necessarily happen with this project, but in a real-life situation, team members could be frustrated as they are given more work to do in a shorter time frame. A scrum-agile approach was the best approach for this project. Given its flexibility and ability to go back to earlier steps in the software development life cycle without causing a significant hiccup in the development team's progress or requiring the team to start entirely over was critical in the completion of this project, given the change of direction that was provided later down the line. A waterfall approach may not have worked well for the SNHU Travel project. Any changes in demand within a waterfall model could have required the team to start the entire project and made things even more difficult for the team to accomplish.