Within the Scrum- Agile Team, there are 3 Scrum Roles that assist in the successful completion of the project.

* Product Owner
* Scrum Master
* Development Team

Each role carries out their portion of the responsibility of the project. **Product Owners** are responsible for maximizing the value of the product and the work for the development team. With this role, they are also responsible for bringing feedback from consumers to Scrum Team. As a Product Owner, overall responsibilities are development and maintaining the product objective and execution. Next, **Scrum Masters** are responsible for ensuring that the project theory, practices, and rules are followed. They lead by example throughout the project, making changes and implementing them as needed. Coaching individuals with respect, understanding, and with common ground approach. Lastly, the **Development Team** is the butter after the toasting and bread, they are responsible for the delivery of the project. Implementation of consumer ideas and Product Owner feedback.   
For example, the main objective of the last project creates a code for SNHU Travel that provides a service for consumers who were looking for different ways of creating their own dream vacation. In the middle of production, the product owner had a change of “vision” and wanted to appeal to a certain vibe such as advertisement of “yoga”, “meditation”, & “detox/wellness”. Each step of the way consists of communication and timely implementation. Creating an organizational culture for the team and proper delegation of roles were crucial to ensure that not only was the vision 1000% clear but the team is on board, flexible, prioritize the new feedback, and focus on the objective of the mission. To minimize the “interruptions” the important role of the Scrum Master was to create a culture where all ideas are welcome. The feedback that is given will be communicated to the Product Owner. Since the vision was changed in the middle of production, the importance of implementation is effective communication by asking the right questions.  
\* What additional ideas do you have for this project that you would like to propose?  
Outline communications, especially with changes with original vision, you want to hear out your team by organizing “Pow Wows” with Starbucks coffee and open floor panel, with no judgement. By leading these types of meetings, I will have the opportunity to encourage developers to pitch their findings (whether negative or positive) behind production and what the shift of vision can do for the original production. Allowing them to ask questions and find better solutions to barriers they may come across when implementing the new vision. For example, while in production, the team already conducted their research on hot vacations destinations. After the new vision, the team may have been upset about the change because of the reservations of the research due to the tight deadline. I was able to express concern about new ideas implemented during and before the deadline. Ensuring that no matter what the size of the project, slight changes in the middle of the project may or may not hurt the deadline. Proper notification is a must. Certain organizational tools that assisted in the development were rhythm and different experiences. For example, I had the opportunity to work with a group where they talked about the important roles of Scrum-Agile. This was an important lesson on looking at it from another angle where I assume the role of Developing Team rather than Scrum Master or Product Owner. From this perspective, I saw the challenges of implementation, if vision was changed or making the code and executing the product. While each role is important, I was able to look at the roles in a different way with the help of my classmate, Chris Brown.   
If I was looking at the entire experience of the team and project, I would say the pro behind it was the delegation of roles, researching and finalizing the product. The con (turned into a lesson) was the revision of the product. The Scrum-Agile approach may not be for everyone but the important aspect of it all is communication, the delegation of roles, the effectiveness of consumer feedback, team feedback and implementation. Production thrives off teamwork who communicates throughout every step of the way. I believe that Scrum- Agile is the best approach for SNHU Travel Development because of the organizational aspect of it all. Using a more step-by-step process to cover all bases from start to finish of the project.

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