In the SNHU Travel project, each member of the Scrum-Agile team played an important role in its success. The Product Owner made sure the team had a clear understanding of the product requirements and prioritized the backlog based on business needs. When we worked on customizing the vacation destination list, the Product Owner clarified that the list should be based on the user’s past travel history, which “helped the team focus on building this feature effectively” (Crowe, 2015). As the Scrum Master, I made sure that the team remained focused and that Scrum principles were followed. I made daily stand-ups possible, which allowed us to identify any issues early on. I also helped the team handle unexpected changes, such as when a new pricing feature was introduced midway through the project. The Development Team worked collaboratively to complete user stories within the sprint. When creating the user story for price filtering, the development team worked closely with the tester to make sure the feature displayed packages that met the price criteria set by the user.

The Scrum-Agile approach helped bring user stories to completion by breaking the project down into manageable sprints. Each sprint focused on delivering specific user stories, such as the ability for users to set a price limit when searching for vacation packages. During sprint planning, the team assessed the complexity of the user stories, allowing us to break them down further if needed (Beck et al., 2001). For example, when working on the “See Hot Deals” feature, we divided the task into smaller pieces: first creating a basic list of deals, then adding dynamic recommendations based on the user profile. This made sure that the feature was built step by step, without overwhelming the team, leading to a successful and on-time delivery.

The flexibility of Scrum allowed the team to adapt to interruptions and changes in the project. One example being when the Product Owner requested that the pricing feature display taxes and fees alongside the package price. This change came during the middle of a sprint, and we were able to address it by adjusting the sprint backlog (Crowe, 2015). Scrum events such as Sprint Reviews and Sprint Planning meetings helped us assess how to accommodate changes without disrupting the project flow. By holding a Sprint Review at the end of each sprint, the team evaluated what had been accomplished and what needed adjustment. This allowed us to rotate smoothly when new priorities or requirements came around, maintaining a steady pace toward completing the project.

Clear and open communication was necessary for the SNHU Travel project. Daily stand-up meetings allowed each team member to report progress, identify blockers, and plan their work for the day. When the testing team faced challenges with verifying the “Top 10 Trips” user story, they communicated their concerns during stand-ups. This led to quick troubleshooting sessions where the development team addressed the issues promptly (Beck et al., 2001). One example of effective communication was an email I sent to the Product Owner, requesting more information about how to handle dynamic re-ranking of customized destination lists. This email clarified expectations and helped align our work with the Product Owner’s vision. By keeping communication open and collaborative, the team was able to work efficiently and minimize any misunderstandings.

The team used several organizational tools to track progress and ensure all tasks were visible to everyone. JIRA was particularly helpful, as it allowed the team to manage the product backlog, track sprint progress, and document user stories. We used JIRA’s Kanban board to visualize tasks, making it easy for the team to see which items were in progress, completed, or blocked. Scrum events like Sprint Planning and Retrospectives were also beneficial in organizing the team’s efforts. During Sprint Planning, we broke down the user stories into manageable tasks and assigned them to team members. This made sure that everyone knew what they were responsible for. In Retrospectives, we discussed what went well and what could be improved, which helped refine our approach in future sprints (Crowe, 2015). The Scrum-Agile approach offered flexibility, allowing the team to adapt to changes without disturbing the project. It also encouraged collaboration between different roles, making the development process more efficient. Scrum’s iterative process lets us focus on small, incremental improvements, which made managing the project’s complexity easier (Crowe, 2015). One challenge we faced was balancing the need for continuous feedback with the speed of delivery. Sometimes, gathering feedback from the Product Owner or stakeholders during reviews took longer than expected, which delayed progress. There were also instances when interruptions caused some confusion, as priorities shifted mid-sprint.

Overall, the Scrum-Agile approach was the best fit for the SNHU Travel project. Its flexibility allowed us to handle changes and evolving requirements without significant disruption. The regular Scrum events kept the team on track and focused on delivering value in each sprint. While there were some minor challenges, the benefits of frequent feedback, adaptability, and transparency outweighed the drawbacks, making Scrum-Agile an effective methodology for this project.

**References**

Beck, K., Beedle, M., Van Bennekum, A., Cockburn, A., Cunningham, W., Fowler, M., & Kern,

J. (2001). Manifesto for Agile Software Development. Agile Alliance.

Crowe, C. (2015). The Project Manager’s Guide to Mastering Agile: Principles and Practices for

an Adaptive Approach. Wiley.