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**7-1 Final Project**

Each member in a scrum team has an important part in the Agile Team. The team includes a product owner, whose role is to keep in contact with the customers. They get information from clients so that the team knows what is wanted for the product. The next member is the developer, who works on the product using the information that was gained from the product owner. All involving developers take said information and apply it into the product. When the developers finish with a task, it gets moved along to the tester, who is our next member. It is the testers role to not only see if the task meets the clients requirements but also to find ways to improve the product. Both the testers and developers work close together on the product. Each member is important, they each must work together in order to finish the product for the client.

Throughout this course I got to play as each different member, doing so I learned that they each have their own skills that contribute towards the finished product. When I played the role for the product owner and created the user stories, I saw what all was important to the product. When I was the developer I got to create the slide show for the top 5 destinations, each with their own picture and description. Then as the tester I had to make sure that the work that was done passed or failed so that we could move forward. It was an interesting experience seeing and playing what each role did in an Agile Team.

When taking a scrum-agile approach for our product it helped out a lot because the product owner had to be in communication with the client. The product owner communicating with the client helps gain information needed to complete the product exactly how the client wants it, also the product owner would pass the information along to the rest of the team. This approach also helps see what may need changed to the user stories. Which is great especially if the client wishes to add something or if they want something changed.

The Agile method allows the team to go back to previous sections of the product and change them if needed. It’s a flexible method, making it easier to deal with any interruptions to the product. When interruptions happen, agile allows the team to go back and fix any problems that may have occurred.

One of the best ways for the team to communicate is to ask questions, asking questions during meetings will allow each team member to voice their own thoughts. It’s also a good way to figure out where everyone is at with the product. Just like the discussion we had previously, where we each had to communicate and ask each other questions. There's many ways for a team to communicate, it’s all about taking the right approach that will help benefit all involved.

Keeping the goal in mind was a principle that helped me and my team be successful. It helped us stay motivated and kept us on track on finishing the product. It also allowed everyone on the team to work at their own pace. Sprint planning was a tool that helped the team, having a good plan planned out helps the team know what's going on and what direction we are taking. So, having a plan in the beginning will help things go smoothly.

When completing the SNHU Travel project the scrum-agile was effective in completing it. The pros that came with the scrum-agile was that whenever I made a mistake I was able to go back and fix it. It was easy to learn and use to complete the project. Now the only con that came with this approach was when finding photos for it, if you didn’t find correct ones they just wouldn’t work. Besides that, it actually was fairly easy to learn and catch on to. So with that, I say that the scrum-agile approach was a good choice for the SNHU Travel project. It helps make working on the project easier even for those who have not worked with this method before. It allowed me to go back and fix any mistakes, so I would say that the scrum-agile was very effective when it came to completing the project.