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CS250-Software Development Life Cycle

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**Applying Roles**

Working through the SNHU Travel project showed how much each role matters. Even though it wasn’t a real team, the setup felt close to it. Every position had a part to play. The Product Owner created user stories and made sure the goals were clear. The Scrum Master kept the sprint organized and helped solve problems that slowed things down.

As the developer, my focus was on taking those stories and turning them into something that worked. I also had to keep the Product Owner and tester updated so they knew what I finished and what was still in progress. The tester’s job was to check each story and make sure it met the acceptance criteria before calling it complete.

It didn’t take long to see how all of these roles depend on each other. When communication worked, the whole project moved smoothly. If someone stayed quiet, the rest of the team felt it. That’s what made Agile stand out. It wasn’t just about writing code or checking boxes. It was about teamwork and staying connected.

**Completing User Stories**

Breaking the project into user stories made the work feel manageable. Agile takes big goals and turns them into small, clear steps. That’s different from older methods like Waterfall, where you plan everything at once and wait until the end to test it.

Each sprint focused on finishing a few stories instead of the entire system. That helped keep the work simple. You always knew what to do next. If a story needed to be adjusted or rewritten, it wasn’t a big deal. It just moved into the next sprint.

Seeing stories move across the board from “To Do” to “In Progress” and finally “Done” made progress visible. It gave a sense of completion after every sprint. That’s one of the best things about Agile. You don’t have to wait months to feel like something is finished. You get to see results right away.

The feedback loop was another strength. After every sprint, the Product Owner or tester could suggest changes. Those updates made the next sprint better. It kept the project flexible and alive instead of locked into a single plan.

**Handling Interruptions**

Projects never stay the same from start to finish. Sometimes the client changes their mind or new ideas come up halfway through. Agile is built for that. It doesn’t fall apart when things shift.

When something changed in the SNHU Travel project, it was easy to add it to the backlog and plan around it later. The team didn’t have to stop or throw away old work. The Scrum board and daily updates kept everyone aware of the new direction. In a traditional setup, a change like that could stop the whole project. With Agile, the team just adjusts and keeps moving. That mindset makes a big difference.

**Communication**

Good communication made everything work. The daily stand-ups were quick but useful. Each person talked about what they did, what they were doing next, and if anything was blocking them. It didn’t waste time, but it kept everyone in sync.

The sprint reviews showed progress and helped gather feedback. The retrospectives focused on learning from mistakes. Even though this was a class simulation, it showed how much communication shapes success. When everyone stays open and gives updates, there’s less confusion and more trust. Agile isn’t just about writing code or finishing tasks. It’s about people working together.

**Organizational Tools**

We used Trello as our main tool. It fit the Agile style perfectly. The layout was simple. You could drag cards from “To Do” to “In Progress” to “Done.” It made tracking work easy. Everyone could see where things stood.

Trello also helped during sprint planning. It made it easy to see what was next and who was working on what. Using a tool like that connects all the Scrum events together. It supports planning, stand-ups, and reviews without needing long reports or meetings. The best part was how visual it was. You could open the board and instantly know how the project was going.

**Evaluating The Agile Process**

The Scrum-Agile approach worked really well for the SNHU Travel project. It kept the work simple and flexible. The short sprints made it easy to deliver small results fast and change direction when needed.

The main advantage was adaptability. Feedback could be added right away. The team could respond instead of getting stuck waiting for new plans. The only real downside was how loose it can feel at first. Without strict schedules, it takes focus to stay organized. But once you get used to it, the process feels smoother.

For a creative project like SNHU Travel, Agile was the better choice. It allowed updates and changes without slowing things down. Waterfall would have made that harder. Agile let the team experiment and build step by step. Working through this class showed me why so many teams use Agile now. It builds better habits, stronger teamwork, and more realistic progress. That’s what makes it effective.

**References**  
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