Final Project 7-1

CS-250

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**Applying Roles**

Throughout the SNHU Travel project, I had the chance to experience all three key Scrum roles, and each played a big part in how the project came together. When I stepped into the Product Owner role, I focused on listening to what the stakeholders wanted and translating that into a well-organized product backlog. Prioritizing features like destination search and secure booking helped guide the team’s focus. It was about figuring out what added the most value early on and adjusting priorities as new feedback came in.

As Scrum Master, I made sure our daily meetings stayed on track and that any blockers were addressed quickly. At one point, one of the developers had trouble with an external API integration, so I helped coordinate a quick meeting to troubleshoot and update the backlog to reflect changes in scope. And when I played the Developer role, I contributed to both the front-end design and some back-end logic. I also took part in code reviews and made sure unit tests were in place. Each role required a different mindset, but all were equally important in moving the project forward.

**Completing User Stories**

One of the things that stood out most about using Agile was how manageable and focused our work felt. Each user story was written with the user in mind for example, “As a traveler, I want to view trips by budget so I can plan affordably.” These stories helped us stay focused on real needs and break things down into smaller tasks, which made planning a lot easier.

What really helped was the way we used our sprint planning sessions to break down stories into steps like building UI components, connecting to the database, and writing tests. We got feedback fast during our sprint reviews, and that meant we could make changes without having to redo a bunch of work. One example was when we realized during Sprint 2 that users wanted pictures in the search results. That wasn’t originally part of the plan, but we updated the story, added the task, and finished it within the same sprint.

**Handling Interruptions**

No project ever goes perfectly, and this one was no exception. Around the middle of development, the stakeholders asked for something new a travel blog section. This definitely wasn’t something we had planned, and under a Waterfall method, that kind of change would have probably thrown everything off.

Luckily, Agile is built for that kind of flexibility. We didn’t have to start from scratch. Instead, we added the blog feature to the backlog, prioritized it, and worked it into our next sprint. We split the work into two parts: one to build a simple static blog and one to explore by adding a content management system later. It was a shift, for sure, but because we had regular check-ins and open communication, the team handled it really well.

**Communication**

Clear communication was one of the biggest reasons we were able to stay on track. Our daily standups helped keep everyone in sync, and we used tools like Trello to keep track of tasks and progress. Slack was our main tool for day-to-day updates, and it worked great for quick questions or announcements.

One message I sent that helped move things along said, “Hey everyone, please test the new search feature on mobile before Thursday. Drop any feedback in Trello under the card labeled ‘Mobile Search Testing.’” It was simple, but it got the job done and we had everything tested and ready by the end of the week.

Our retrospectives were also a great space for honest conversations. We tried using anonymous surveys to gather feedback, and it really opened the door to talking about what wasn’t working. From there, we made small changes, like adjusting our daily check-in time to better fit everyone’s schedules. That kind of open, supportive communication made a big difference in team morale and productivity.

**Organizational Tools**

We relied on a few key tools to stay organized, and they worked well together. Trello was our main Scrum board, and it made it really easy to see what tasks were in progress and what still needed to be done. Slack kept our conversations flowing, and Google Docs helped us collaborate on shared documents, like our sprint goals and meeting notes.

We also used a burndown chart to track progress through each sprint. It helped us catch potential delays early, like when testing started to lag behind. Because we could see it happening in real time, we were able to shift to a team member to help with QA and avoid falling behind.

The structure of Scrum things like Sprint Planning, Reviews, and Retrospectives really kept us grounded. These ceremonies gave us natural moments to plan, check in, and look back on what we could improve. I can honestly say they helped us stay organized and productive from start to finish.

**Evaluating Agile Process**

**Pros:**

* Easy to adjust to changes in project scope or client needs
* Frequent feedback helped improve the product each sprint
* Team collaboration and ownership were strong
* We delivered working features regularly, not just at the end

**Cons:**

* There were a lot of meetings, which sometimes felt repetitive
* New team members took a while to get used to the process
* It was sometimes hard to measure individual contributions since everything was so team-focused

Overall, Agile was the right fit for the SNHU Travel project. The ability to respond quickly to feedback and make real-time changes without throwing off the whole project was a huge advantage. When the stakeholders asked for mobile responsiveness and a blog feature, we didn’t panic just adapted. That would have been much harder with a rigid, Waterfall-style approach.

Scrum-Agile helped us build a better product, stay in sync as a team, and meet the evolving needs of our client. I think Chada Tech would benefit from using Agile on more of their projects, especially those where requirements can change or grow over time.