The scrum team has various roles that we need to consider for the SNHU Travel Project. The Product Owner for this team is responsible for the delivered product to the client, in this case it’s the travel project. In the team, the Product Owner is one of the employees who’ll monitor what others are doing. While doing this, they’ll make suggestions for the members of their team, along with updating the client about the workload being done. The Product Owner for our team (though it was not updated) is to deliver the product (Travel project in this case) to the client.

Next, the Scrum Master manages the members, having team meetings for updates on the project. These meetings will have status updates for the members of the team. While the Scrum Master might not know what the rest of the team is doing, they’ll get the requirements needed for the product owner. Finally, the Scrum Master will address any issues that are needed for the team members. For our project, We had the Scrum Master update us on information we had and what needed to be done. This helped with what needed to be changed and had to be updated.

With this project, there’s also Testers and Developers. Since we had a small group, this was combined together. The testers are to test the developers and give logs on what happens, what’s supposed to happen, and what could need fixed. The developer is in charge of working the product, giving what is necessary to the Scrum Master for their part in the agile method. For the project, we had the Testers helping the Developers with what needs fixed, and the Developers were changing the project to fit the means of the project (Ex. when the pictures for the product were uploaded and changed).

The agile approach to the SDLC allowed for the user stories to be completed by the team. We were able to gather the requirements and develop a product which we tested. Afterwards we were able to develop a better version of the product when it’s deployed (or in this case, after we tested the product ourselves for what we wanted). An instance of this would be where the colors used were changed for ease of reading.

When considering how the scrum-agile approach helped the completion, we were able to stop wherever we were and adjust earlier steps. Instead of going until completion, then reworking from scratch when something needed changed, we were able to adjust the steps as we go. Each section that was present in meetings would be discussed with the group to know what everyone had to do, or had to change. For the project, we had to change things halfway into the project, like changing the direction on what’s supposed to happen with the travel project.

For collaboration, I wasn’t able to communicate much with my team due to other life obligations. I was able to communicate my role and what I’d be doing with my team. For testing, this was a matter of updating the team on how the product is working. Telling them what needs to be changed and errors is part of my assignment for the project. This is effective for the completion of the project as it allows for a solid code that works with the requirements given from the document.

Due to the communication our team has, we were able to communicate with what we needed, and get it done. The posts we had with each other allowed for us to communicate and respond to each other when needed. Since we were able to update each other, the final product is one that’d be up to standard with the Product Owner’s requirements for the client. In addition, the user stories allowed for each of us to be able to communicate what was expected for the project and how we could implement it.

With the Scrum Agile approach, we had a few advantages. When working with large projects that change constantly, we can easily adjust to what’s needed. This also works with projects in general that have constant change throughout it that needs to be adjusted. The clients will be able to view the project throughout the steps, allowing for any changes being needed as they see fit. Since the agile approach is dynamic, the requirements can constantly change, allowing for an easier time for the developers to adjust to it.

For the disadvantages, we have to consider the fact that the cost is not fixed. During the project time, we don’t know how much it’ll cost completely. Since there is change that can happen at every stage, there could be more work that has to go into the project, making the project cost more.

For the travel project, I believe the Scrum-agile approach was necessary due to the changes that needed to be done. During the course of this project, we had to add and change parts of the project as needed. If this was put into the waterfall approach, we’d be stuck dealing with the project for much longer than usual. The Agile approach allowed for adjustable changes throughout our time in the project.