**Final Project**

* **Applying Roles: Demonstrate how the various roles on your Scrum-Agile Team specifically contributed to the success of a project. Use specific examples from your experiences.**

In a Scrum-Agile team, the key roles include the Scrum Master, Product Owner, Developer, and Tester. Each role contributes collaboratively to ensure the success of a project.

The Scrum Master ensures the team follows Agile principles and practices, helping remove any obstacles that might hinder progress. By minimizing distractions and keeping the team aligned with Agile guidelines, the Scrum Master plays a vital role in maintaining productivity. For example, in Module Two, we submitted an Agile Team Charter for the SNHU Travel Project. As the Scrum Master, I helped define the team’s working agreement and established best practices that would guide us throughout the project lifecycle.

The Product Owner is responsible for managing and prioritizing the product backlog, which contains user stories derived from customer requirements. This role acts as the liaison between the customer and the team, making sure that the most important work is tackled first and adjusting the backlog as customer needs evolve. In Module Three, our team submitted five user requests after meeting with the customer. These requests were transformed into user stories and prioritized by size (large, medium, or small), helping us better understand the scope and effort involved in each task.

The Developers implement project features incrementally, delivering a working product at the end of each sprint. This incremental process promotes adaptability, as it allows the team to incorporate customer feedback and refine the product over time. In Module Five, for instance, we adapted the SNHU Travel Project based on updated customer requirements that emphasized wellness travel destinations.

The Tester’s role is to ensure that the final product aligns with the Product Owner’s acceptance criteria. They help maintain quality by checking that each completed user story meets defined requirements before it is considered done.

* **Completing User Stories: Describe how a Scrum-Agile approach to the software development life cycle (SDLC) helped user stories come to completion. Use specific examples from your experiences.**

The Scrum-Agile approach supported user story completion through clear prioritization, iterative development, and open communication. As Product Owners, we assigned priority levels to each user story, helping the development team determine which features to work on first. This was especially helpful in Module Three, when we defined user stories based on direct customer input. Prioritizing by size and importance allowed us to break work into manageable chunks.

The iterative nature of Agile development meant we could focus on a few stories at a time within each sprint. After each sprint, we gathered feedback from customers, allowing us to refine or update user stories. For example, in Module Five, customer feedback shifted the project’s focus toward wellness travel, prompting us to update images and descriptions accordingly.

Communication between the team and the customer helped ensure we fully understood their needs. This minimized redundant work and ensured that each user story delivered real value.

* **Handling Interruptions: Describe how a Scrum-Agile approach supported project completion when the project was interrupted and changed direction. Use specific examples from your experiences.**

Scrum-Agile's flexibility was especially helpful when the SNHU Travel project experienced a major change in Module Five. After our first sprint, the customer decided to shift the project’s focus to wellness travel destinations. Thanks to the Agile approach, the development team was able to pivot quickly. We updated visuals and descriptions to match the new direction without significant setbacks.

The iterative nature of sprints meant we hadn’t progressed too far with the original scope, allowing for a smooth transition. Additionally, open communication between the Product Owner and the customer helped update user stories and keep the team aligned with the new goals.

This example shows that in real-world software development, change is inevitable. The ability to respond to change efficiently without disrupting the entire project is a key advantage of using Agile. It keeps development customer-centered and makes the team more resilient and adaptable.

* **Communication: Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Explain why your examples were effective in their context and how they encouraged collaboration among team members.**

In Module Six, we practiced effective team communication when deciding who would take on each role and how Agile would be integrated into our organization. As the Scrum Master, I explained the differences between Agile and the Waterfall method to help the team understand the benefits and challenges of each:

“Waterfall:  
The Waterfall method is a traditional, linear approach where projects are broken down into phases, which are then completed in a strict sequence. One phase must be finished before moving to the next. This method typically begins with requirements gathering, followed by design, implementation, testing, deployment, and maintenance. Once a phase is completed, it’s difficult to go back and make changes. While this method offers predictability and structure, it lacks flexibility. If a customer requests changes or if issues are discovered late in the process, they can be costly and time-consuming to fix.”

“Agile:  
Agile uses an iterative approach. Projects are broken into smaller parts (called sprints) that deliver working portions of the product. At the end of each sprint, the product is reviewed with stakeholders. Feedback is collected and used to improve the next sprint. This process repeats, allowing teams to make adjustments along the way. Agile values customer collaboration, working software, and responsiveness to change. This collaboration not only prevents costly setbacks but also encourages flexibility.”

This comparison helped the team weigh their options and choose the process that best suited our needs. I also stated:

“As per Agile’s process of adaptability, I am open to any adjustments you may want to make for my role. Please let me know if you have a better solution, and we can work to implement it.”

This openness encouraged team collaboration and mutual respect, creating a supportive environment where all voices could be heard.

* **Organizational Tools: Evaluate the organizational tools and Scrum-Agile principles that helped your team be successful. Reference the Scrum events in relation to the effectiveness of the tools.**

Our team’s success was largely due to our use of Scrum events and organizational tools. The Product Backlog served as our central planning tool, keeping our work focused on the most important tasks. Combined with Sprint Planning, this allowed us to set clear, achievable goals for each sprint.

Daily Stand-ups were key for tracking progress and addressing any blockers. These brief meetings helped maintain momentum and ensured everyone was on the same page. Sprint Reviews allowed us to showcase completed work and collect customer feedback. These sessions kept our project aligned with business goals. Meanwhile, the Sprint Retrospective encouraged us to reflect on what went well and what could be improved, helping us grow stronger as a team.

Using these Scrum events alongside Agile principles like transparency, collaboration, and iterative development ensured we remained organized, focused, and adaptable.

* **Evaluating Agile Process: Assess the effectiveness of the Scrum-Agile approach for a specific project. Address each of the following:**
  + **Describe the pros and cons that the Scrum-Agile approach presented during the SNHU Travel project.**

The Scrum-Agile approach offered several key advantages during the SNHU Travel project. On the pro side, Agile’s flexibility was extremely helpful when the customer changed direction in Module Five. We were able to adapt quickly to the new focus on wellness travel, update user stories, and shift priorities without derailing the project. Frequent communication with the customer also meant we could get timely feedback and make improvements in each sprint. The use of Scrum ceremonies, like sprint planning, reviews, and retrospectives kept the team organized and constantly improving.

However, there were some cons as well. Initially, our team struggled with role clarity and communication. Without face-to-face collaboration, it took time to align on expectations and responsibilities. Additionally, the iterative pace of Agile required consistent time and attention, which could be difficult to manage alongside other commitments in an academic environment.

* + **Determine whether or not a Scrum-Agile approach was the best approach for the SNHU Travel development project.**

Yes, the Scrum-Agile approach was the best approach for the SNHU Travel development project. The project involved changing requirements and needed regular input from the customer, which are scenarios where Agile excels. A more rigid, sequential method like Waterfall would not have allowed for the mid-project pivot without significant delays or rework. By using Agile, our team was able to stay responsive, customer-focused, and efficient, ultimately delivering a product that met evolving expectations.