The various roles are a big part to make sure Scrum-agile Team goes smoothly. The different roles include product owner, scrum master, developers, and testers. If you can have one product owner, one scrum master, a handful of developers and testers to get the job done then agile will be successful. You do not want one person doing more than one job, because then you will not be able to utilize them to their potential. The product owner deals with talking to the client, in this case SNHU Travel, and getting all the details as to what they are looking to accomplish and create a backlog to bring to the product owner. SNHU Travel is a travel agency and they want to have a website that displays different kinds of vacation types. The scrum master sets up a daily scrum meeting for the developers and testers to discuss what they did the day before, what they plan to do that day, and what they accomplish, and anything else containing to the project. They also create a sprint review. A sprint review describes what task needs to get accomplish and what the deadline is. The deadline is normally two to four weeks depending on the situation. The scrum master also speaks to the product owner to make sure all the requirements are all set, and no changes have occurred. If any changes then the scrum master needs to make sure they understand or ask the product owner to show up to the daily meeting (or hold a different meeting) to discuss with the other members. The developers write code. There can be as many developers as possible, but the scrum master needs to base it off how long the project is going to take, they can also add or remove developers, but the important thing is that sprint reviews do not get missed. The testers test the code. Just like developers there needs to be as many as it takes to get the job done, one or two should get the job done, but base it off the project.

The user stories are created from the product log by breaking down by what is the most important to the least important. When you prioritize want the developers need to concentrate on then you can meet the sprint reviews. If the developers are let loose and not told what to do then you may end up having a few people doing the same and that is not good. With SNHU Travel some examples of user stores are top five destination list, having an option for vacation type, customized list based on previous travel, and top destination. Once the user story is completed then the developers can see what is accepted by the client.

When a project changes direction or is interrupted it is easy to make the changes. Having the different documents, the product owner goes in, makes the changes, lets the scrum master know and when the meeting is held, the scrum master will pass on to the developers and testers. Everyone will get the updated documents, ask questions that raise, and continuing working. The client always makes changes. The idea sounds good at the beginning but as the project gets going and maybe the client is getting some insight as to what is getting accomplished then they do not need something that they thought. Example would be if SNHU Travel does not need a customized list based on previous travel. Not everyone looking to book a vacation goes with what is recommended based on the list. So, after learning this they decided its useless then they let the product owner know and they will update the proper documents and pass it on.

The ability to communicate effectively goes a long way. If one of the developers are having an issue, then maybe I can help them out. If I cannot, then hopefully someone else can. Since everyone takes responsibility then we all need to encourage everyone to do their best. If a test run did not go well then, the tester could come to the developer and ask them to look at what went wrong. If anyone has a question, then we need to courage them to speak. Some people are afraid to ask because they may think it is a dumb question or just do not feel comfortable speaking up. I would encourage the team to not be afraid. We are all in this together and trying to complete the same end goal.

Scrum offers a lot of different tools to use. They have sprint planning, daily scrums, sprint review, and retrospectives. The two effectiveness that I choose that helped the team be successful is daily scrums and retrospectives. With the daily scrums, everyone knows what everyone did, what issues people had, and what people completed if anything. They inform everyone involved that they are accomplishing stuff, but if they are not accomplishing anything then what is holding them up. Retrospectives is an online tool that the team members can utilize. As with the retrospectives if someone cannot be in the office and they can log in then they can see what was discuss and not miss out or rely on team members to fill them in and maybe miss something. Also, with retrospectives if the team is separated and works in other part of the world then you can communicate with the online tool.

The pros of using scrum is everyone is a team. If something goes wrong, then the whole team takes the blame and not just one person. People would like to point fingers but that is not what is supposed to happen. Since we are a team, then everyone pitches in and help whoever needs it. The pro for the project is everyone was great working together. We were able to finish everything that was ask from us. The con is if someone is not working together and that is not good for the team. We were not able to finish what we were supposed to do. The con for the project is that the daily scrums could have been more productive. Could have given more of an update on what we were working on. The Scrum approach for SNHU Travel was a good approach. We were able to meet all the sprint reviews and the client was happy with the final draft. We worked great as a team and supported each other to get the job done.