The different roles that contributed to the success of the SNHU Travel Project were Scrum Master, Product Owner, Tester, and Developer. Throughout my experience as a Scrum Master, I managed my team members progress and facilitated team communication while tracking their progress and monitoring any potential problems. Throughout my experience as a Product Owner, I worked with the Scrum Master to communicate with the client and upper management as well as create user stories to ensure that each team member had the necessary information to complete their assigned tasks. Throughout my experience as a Tester, I created test cases based on the user stories to ensure that the code functioned correctly and fulfilled all requirements. Finally, throughout my experience as a Developer, I created code that efficiently completed all tasks mentioned in the user stories.

The Scrum-agile approach to SDLC helps a user story come to completion by implementing the Scrum events: Sprint Planning, Daily Scrum, Sprint Review, and Sprint Retrospection. Throughout my experience, the Sprint Planning was when all team members discussed the product backlog items which helped me to understand the difficulty and timeline of each step in the project. During the Daily Scrum, I was updated on the team’s progress which helped me to understand the issues at each stage of development. The Sprint Review allowed me to track the development of the project and receive feedback to help improve the process of the next sprint. Lastly, during the Sprint Retrospection, the team discussed how to implement feedback provided in the Sprint Review which helped the continuous improvement of the team.

The Scrum Agile approach supported project completion when the project changed direction by using user stories to keep the focus on the user, completing one step of the project at a time, and encouraging team members to exchange feedback. During the SNHU Travel Project, there was a situation where the end goal of the project was changed from recommending the most popular vacation destinations to focusing specifically on health, wellness, and detox vacation spots. Throughout this transition, the user stories helped the team to focus on the new tasks and understand how the changes effected the project from a user perspective. Additionally, the incremental nature of Scrum-agile allowed me to keep, modify, and maintain the completed work that matched the new requirements. Lastly, the Scrum events facilitated the exchange of feedback between team members and addressed any problems that originated from the unexpected change in project direction.

An example of my ability to communicate is an assignment I recently completed. The assignment was transitioning from the previous waterfall design to an agile design. Throughout this process, I communicated with the other members of my team to discuss what changes we would implement to the development process. During this process I constantly communicated with my team members to ensure that I considered their feedback and that we were all in agreement. Lastly, I focused on my role as a developer and communicated my goals and concerns from a development perspective.

The Scrum-agile principles which helped my team be successful were collaboration, adaptation, and client satisfaction. The principle of collaboration was implemented in the team through the Scrum events which allowed the team to exchange constructive criticism and advice, improve the development process, and identify potential problems. The principle of adaptation was implemented in the team through user stories and incremental development which helped the team to stay focused on the next goal and adapt to any changes in the development process. The principle of client satisfaction was implemented through continuous client interaction which allowed the team to stay updated on client requirements and ensure that the project was progressing according to client’s demands and expectations. These three principles for essential for the success of the project because they allowed me maximize team effectiveness, adapt to unexpected project changes, and prioritize functionality according to the client’s objectives and expectations.

The organizational and project management tools that helped my team be successful were RTC and JIRA. These tools played an important role in facilitating team and client communication, gathering project information, and tracking user stories. RTC played an important in facilitating team and client communication during the Daily Scrum because it helped related individuals track team activity, present information in more detail, and stay updated on any changes during the project. JIRA’s ability to create and view agile reports played an important role in gathering project information during the Sprint Review because it allowed to the team to view reports that show how they are performing after each sprint. Lastly, JIRA’s ability to create, view, and update scrum boards played an important role in tracking user stories during the Sprint Planning because the customizable scrum boards helped the team stay focused on delivering iterative and incremental value.

The biggest advantage that the Scrum-agile approach presented during the project are that it divided the project into more easily manageable sprints which allowed the team to easily adapt to unexpected complications. The biggest disadvantage of the Scrum-agile approach during the project was that Scrum-agile can be difficult to implement for people who have no experience working according to Scrum-agile guidelines. It was difficult for team members to get used to aspects of Scrum-agile that they’ve never experienced before like the Daily Scrum and Sprint Review, which made those events significantly less productive. I believe that Scrum-agile was the best approach for the SNHU Travel development project because its flexible nature was very useful in dealing with unexpected problems and changing different aspects of the project.