The scrum-agile team consisted of 4 unique roles: the scrum master, the product owner, developers, and testers. The scrum master was important in facilitating all of the scrum events. One of the most important ones was a daily stand up. During this stand up meeting a lot of topics were being thrown around. The scrum master was able to keep everyone on track for discussing the day ahead. When other problems did arise, they were put on a list for a later meeting. Since these meetings happen daily, the scrum master was important in making sure they are helpful and solve problems. The product owner was responsible for speaking with the stakeholders of the project. Without this very important communication, the SNHU Travel Project would be going in many different directions. The product owner met with the stakeholders at various times to get updates on what was needed out of the project, and the give project progress updates to the stakeholders. The developers were responsible for handling the changes communicated to them by the product owner/stakeholders. When the stakeholders wanted to add detox/wellness destinations to the project, the developers were there to change the code accordingly. The testers were an important part of the team because they determined pass/fail criteria for the user stories presented by the product owner. If something passed the project could keep moving, if something failed then there needed to be a re-work somewhere.

To finish the user stories, the product owner and the testers needed to be the most involved. The user stories consisted of “As an end user I want to perform this task to achieve this action” goals. There were 5 goals total that were sorted by priority and size. The 3 that were chosen to work on were: “As an end user I want to be able to set a price limit so that I can see trips based around my budget”, “As an end user I want to create a profile customized to my interest, so that I can see more personalized travel destinations”, and “As an end user I want to be able to choose the type of vacation I want, so I can plan the theme of my trip”. All of these prompts were pared with acceptance criteria that went more in depth on what was needed out of the story. The testers would then take these stories and define what the pass/fail criteria would be. These test cases consisted of pre-conditions, and test steps that included inputs and outputs. If more information was needed during these test cases, the tester would reach out to the product owner to get the clarity needed.

During times of interruption or change, the scrum team was able to handle anything. Effective communication was the key to being adaptable. For example, when the product owner came to the team with the requirement of adding detox and wellness options, the testers needed to revise their test cases. This revision then was able to be handles by the developers to put out the product the stakeholders wanted. Through descriptive emails and talks during stand ups, this was not a problem. There was a slight fear with the developers that they would have to scrap all of their code, but the product owner was able to assure them that only a slight revision was needed. There was no need to start over completely.

Some of the scrum events utilized during this project were: daily stand up meetings, weekly scrum meetings, and sprint planning and reviews. The daily stand-up meetings were useful for encouraging continuous engagement and communication. These meetings were only 10-15 minutes and covered 3 basic topics: what did I do yesterday to help meet the sprint goal, what will I do today to help meet the spring goal, what impedes us from meeting the sprint goal. These 3 questions ensured the meeting stayed on topic and didn’t run too long. Any extra problems or concerns were bookmarked for a future larger meeting. One tool that was useful was Azure boards. These are pivotal in maintaining backlogs and housing avenues for communication.

The scrum-agile approach for the SNHU travel project proved to be very successful. The project needed team collaboration to make everything work. Pros of using agile scrum include: an abundance of communication, the ability to adapt to changing needs, and stakeholder participation. Having a lot of effective communication was one of the most important for a project this size. Having a team of people all working on one project in many different aspects could lead to many roadblocks and the project going in a bunch of different directions. Being able to have multiple open lines of communication between team members was vital. Daily stand-up meetings are a great way to have constant check-ins to make sure everyone is on the same page. The ability to adapt is also important. Stakeholders can come in in the middle of a project and want something changed (as we saw). Being that the sprints allow room for change, the addition of a feature or the removal of one is not a problem. Having the stakeholders be involved in the project is also very helpful. It ensures the project will turn out exactly like they planned. They didn’t just hand over an idea and leave it be, they have meetings with the product owner to make sure everything is on track. Challenges that can come with scrum agile is that hiring the correct set of people could prove to be difficult. There is also a lot of training that would need to be done (depending on people’s background). Also making sure everyone can work well together could prove to be difficult.