In Scrum, all team members play a vital role in the success of the project and each of them play a different role. The Product Owner is the face of the project, he is the one that markets the project to stakeholders. He is also the one that creates a vision of what the final product is going to look like. For SNHU Travel, the Product Owner was the one that communicated with the development team that the stakeholder wanted to focus more on Detox and Wellness. The Scrum Master is the conductor of the team, he is the one that keeps the development team on track, makes sure they do not have an impediment and if they do he is the one that resolves the issue. For the purpose of this project, the Scrum Master is myself since I have to conduct the daily meeting with myself to see the progress I made with the weekly assignments. The Development Team is a person or a group of programmers that are in charge of creating the code for the project. For this project in particular, they are the ones that loaded images into the program or page, gave descriptions to each destination, and they would be the ones that made the change from list down to slide show display for the destinations. And finally, we have the Tester, they are the ones that would test or interact with the program. For example, they would test to see what happens when the user clicks NEXT all the way through and see what would happen and if it would break the program.

The Scrum-agile approach helps the Software Development Life Cycle or SDLC because Scrum-agile is structured in such a way that it can take an idea and make it a reality. Scrum starts by taking the ideas from stakeholder or user, these are now stories. The Product Owner makes them into backlogs that can be worked. The Development team works on them by writing the necessary code. Tester will test the programs to see if there is any improvement needed. And the Scrum Master makes sure everyone is on track and focuses on the goal. At the end, they review their work multiple times during this process; they do thi to see what they can improve on and what needs change based on stakeholder and user opinions during each of the small reviews done. For this project, we have multiple cases where we used Scrum-agile to finish the project. One of these times is when the Product Owner changes the focus of the program from Top 5 Destination to Destination that focuses more on Detox and Wellness. This change was possible since with agile we present part of the project as we work it instead of a final product with everything at the end. Another time can be when they change the display from a list down to a slide show.

As mentioned before, the Scrum-Agile approach is a great way to do projects since it has the ability to change many elements during the creation process. Scrum-agile works on increment which means that stakeholders and users have a chance to see each part of the final product. This implies that stakeholders can make changes as the project is moving without affecting much of what is already done. For this project, this happened when the Product Owner wanted to change the main focus from Top 5 Destinations to Detox and Wellness destinations. This change would not affect other parts such as: finding location by price, slide show, size of picture, and so on.

Development Team to Product Owner: Nicole (Development Team/Developer): “Good morning Christy (Product Owner), This email is regarding the changes between Top 5 Destination to Detox and Wellness. I want to know if we should catalog the Detox and Wellness destinations based on popularity or price as default. Please respond at your earliest convenience.” Christy (Product Owner): “Hello Nicole (Development Team), I would catalog it by popularity for now since the stakeholder wanted the Top 5 Destinations first and I believe that would align with their requirements. I will get in contact with our stakeholder to verify this information. We can discuss further on the next Sprint planning and maybe create a new backlog for future updates to the program.” This was an exchange that happened after the announcement done by the Product Owner. This exchange encourages collaboration between the members because the development team needs this information to progress on the project. The Product Owner will get a chance to communicate with the stakeholders and get more information that will be helpful to the development team.

Over the years, I have learnt that one of the most important organizational tools is time management. This can also be counted as a Scrum principal for time-boxing and self-organization. The Scrum event that best describes time-boxing and time management is the daily meetings. Daily meetings have a set time of 15 minutes where the development team gets an idea on the progress made and it is really important to keep the time restricted to this meeting to make sure it does not evolve into an hour long pointless meeting. Self-organization is also a part of the daily meeting since the team has to organize how the meeting is conducted to make sure all the team speak at least once.

For the SNHU Travel app project, Scrum has many pros such as: the ability to constantly deliver progressive updates on the final product. Other pros are the ability of self-manage, planning, organization, and such. One of the cons of Scrum for this project is the flexibility or the notion that because it is Scrum one can keep changing things. At every Sprint review with the stakeholders and users, they can change major aspects of the project assuming that it can be changed because we are using Scrum.

Yes, Scrum-agile approach was the best approach for this project and I would say in most cases as well. The fact that we can deliver small incremental updates every Sprint where the stakeholders and users can give feedback on the project and make some changes to improve the final vision of the product. Also the ability to adapt to changes is a more seamless transition than with other approaches.