**Final Project**

**Applying Roles**

**Throughout the SNHU Travel development project, I experienced each of the core Scrum roles: Product Owner, Developer, and Tester. Each role contributed uniquely to the overall success of the project.**

**As Product Owner, I ensured that the product backlog reflected both stakeholder priorities and project feasibility. I maintained an ordered backlog and facilitated backlog refinement sessions to clarify goals and scope.**

**In the Developer role, I focused on implementing application features. One key contribution was the development of the image slideshow functionality, where I implemented the CardLayout navigation logic and ensured image resources loaded properly from the classpath. I also collaborated with the Tester to ensure requirements were testable.**

**As the Tester, I transformed user stories into concrete test cases. For example, I used a structured template to define each test’s name, steps, expected results, and pass/fail criteria. This helped the team validate functionality and discover bugs early.**

**These roles collectively ensured product quality, steady progress, and alignment with stakeholder needs.**

**Completing User Stories**

**A Scrum-Agile approach helped us break down user stories into achievable tasks and complete them efficiently. During Sprint 2, we focused on implementing a user story that involved creating a dynamic travel destination slideshow.**

**In Sprint Planning, we decomposed the story into subtasks: creating the JLabel components, linking image resources, handling next/previous button actions, and updating the destination text. Team members selected tasks according to their skills and capacity.**

**The daily stand-ups allowed us to report progress and obstacles. For instance, when a developer couldn’t get images to load properly, the issue was surfaced quickly, and another team member helped debug the resource path.**

**Thanks to time-boxed sprints and the focus on delivering a potentially shippable product increment, we completed user stories in small, testable peices.**

**Handling Interruptions**

**In Sprint 3, the Product Owner modified the image set and destination descriptions due to late-breaking feedback. In a traditional waterfall model, this change would have disrupted the schedule and required approval cycles.**

**Instead, Agile's flexibility allowed us to address the change seamlessly. We created a new user story for the updated content and reprioritized it in the product backlog. The team selected it during the next Sprint Planning session, and development continued without delay.**

**Because Agile encourages welcoming changing requirements, we were able to incorporate stakeholder feedback quickly and improve the final product without compromising timelines.**

**Communication**

**As a Developer, I sent the following communication to the Product Owner and Tester:**

**To: Product Owner, Tester  
Subject: Slideshow Feature Update  
Hi team,**

**The slideshow logic is implemented, but I need confirmation on the final captions for each destination by tomorrow morning to wrap up styling. Also, Tester, please confirm if we’re still using the same pass/fail criteria for slide transitions. Let me know if adjustments are needed.**

**Thanks!  
— Developer**

**This message was clear, timely, and included specific requests. It promoted collaboration by prompting both the Product Owner and Tester to provide the necessary inputs for the next task.**

**Such communication contributed to a smooth and proactive workflow. We also used a shared drive and team board to organize artifacts, making collaboration easier.**

**Organizational Tools**

**We used Trello to track user stories, tasks, and sprint progress. Each card represented a backlog item or task and included comments and attachments. This visual organization helped clarify ownership and task status.**

**Google Docs served as our shared documentation space for test cases, meeting notes, and design discussions. This ensured everyone had access to the latest information and could collaborate in real-time.**

**Scrum events like Sprint Planning, Daily Stand-ups, Sprint Reviews, and Retrospectives kept the team focused and adaptive. Planning allowed us to define clear goals. Stand-ups gave visibility into individual progress. Retrospectives helped us evaluate what worked and what didn’t, leading to continuous improvment.**

**Evaluating Agile Process**

**Pros:**

* **Agile allowed us to deliver working features regularly.**
* **Frequent communication fostered alignment and teamwork.**
* **Short feedback loops ensured changes were incorporated quickly.**
* **Sprints provided predictable cadence and structure.**

**Cons:**

* **Initial role confusion during rotation caused some delays.**
* **Lack of up-front documentation sometimes resulted in duplicated effort.**

**Conclusion: For the SNHU Travel project, the Scrum-Agile approach was highly effective. The ability to iterate quickly, prioritize feedback, and maintain flexibility led to a functional product that met client expectations. Given the evolving requirements and short timeline, Agile was the ideal methodology for success. This is definitely the best process we could of used.**