The product owner helped the Scrum Team by talking to personal consumers and figuring out what they would like out of the product and then relaying that information to the Scrum Team and prioritizing the order of the stories so that our developers knew what they should be focusing on when they were making the product. The tester made test cases for our product to show what would be considered a “pass” to the developers and if these requirements were not met then the product needed to be more established. The tester also fixed their test cases because they were too basic an the product owner contacted them and told them to try and be a little more descriptive in their test cases which the tester then did. This was a huge help for the Scrum Team because it gave a basic ground for the developers and it helped the developers know what they had to have done when they were finished with developing the product. The developer helped make the product altogether by refinishing the code that they made for the SNHU Travel website. The developer helped add specific descriptions for each travel location and provided an image of that location to help show the location to consumers and what they could possibly do if they were to travel to that location. The developer also made sure that the SNHU Travel website had no errors in the code and made sure that the website ran smoothly and worked how it should work according to the testers test cases. The developer also added helpful comments on the code so that other developers and the Scrum Team knew what changes were made and what exactly the changes did for the website. The Scrum Master helped the Scrum Team get together for meetings everyday and helped figure out where everyone was at for the product and any stress that they might be feeling and helped solved that stress that Scrum Team members were feeling while the product was being developed.

The Scrum-agile approach helped the user stories completion by allowing the Product Owner to be in one of the Scrum meetings and telling the developers what should be added to the SNHU Travel website and then listed the priority on each user story. The agile approach also allowed developers to go back in the code and change some of the coding to better fit what the user stories wanted from the product, the approach also allowed the tester to also get involved with the user stories by adding test cases and showing those cases to the developers so they knew what people are going to expect when the product is finished being made.

The Scrum-agile approach supported project completion when there were unexpected roadblocks by allowing the developers to go back into the code and add a few finishing touches because of the user stories that were made. The agile approach also allowed the SNHU Travel website to be completely finished with no errors because of the fact that the developers could go back into the code and change anything that shouldn’t be in the code or add a couple changes like the descriptions to the locations and the location images.

The product owner sent an email to the tester about the first test cases that they made stating that the test cases were a little broad and that they should be a little bit more descriptive so that the developers know more about what should be done. This was very effective for team communication as it showed the tester that their test cases weren’t completely done and since it’s an agile approach it allowed the tester to go back into their test cases and add more details for the developers to know while they were developing the product.

The Scrum meetings helped my team be successful because the meetings helped show the product backlog and what should be priority and the meetings also helped everyone be on the same page by everyone stating what they were going to do and if they needed more time with what they have been doing. The Scrum meetings also helped the team see what people were struggling with and if they could have someone help them with what they’re struggling with at that moment. The tester’s test cases helped my team be successful by showing what should be expected when the SNHU Website is launched with the new coding, this organization tool helped the developers easily see each test case based off of a user story that the tester put in the description of each case and showed the developers what would be considered a pass and what would be considered a fail.

One of the pros of a Scrum-agile approach is, the Daily Scrum meetings, this is a pro because it allows the team to communicate for a set amount of time each day explaining what each individual is going to be doing and if they need help with whatever they are trying to do. Another pro of the agile approach is, the fact that if something changes which is likely with any product you’re allowed to go back a few steps and add the changes that need to be added to the product unlike a waterfall approach where once something is considered “finished” there is no going back to that area. The only con that I can think of with the Scrum-agile approach is, if a team member doesn’t have the drive to do what they have to it will be a major setback for the Scrum Team, I label this as a con because for a Scrum Team to work every individual will need to have the same commitment and focus as the other team members which can be a con in itself. I believe that the Scrum-agile approach was the best approach for the SNHU Travel website development because during the development of the website there were setbacks, compared to a waterfall approach it would’ve been impossible for the product to even be completely finished because of those setbacks, so the agile approach was the best approach because it did allow the product to be fully established within the deadline even with those setbacks that developed.