**CS 250 Final Project**

ChadaTech is trying out a new way to build things - moving away from lengthy plans toward quicker, more flexible work like Scrum. My team was chosen to test it out, tasked with building an app for SNHU Travel. We aimed to give travelers a simple tool to book trips, keep track of details, then tailor everything to suit them. I guided the team as we switched to working with Agile methods, running meetings where we looked at what went well (or didn't) during each sprint. This reflection summarizes how using Scrum shaped our work on this project, covering both wins alongside things we’ll do differently next time.

The SNHU Travel project thrived because of teamwork, specifically from three key people: the Product Owner, the Scrum Master, and the Development Team. These key positions worked together to get things done. The Product Owner oversaw the product - deciding what mattered most, arranging tasks. Collaborating with people at SNHU Travel, they turned what customers needed into clear instructions for building things. The client wanted travel suggestions tailored to what people liked, so the Product Owner made sure it came once basic bookings were working. Consequently, the team steadily provided useful features matching what the client needed. I kept things moving as Scrum Master - mostly by getting people talking, clearing hurdles, then making sure we stuck to the Scrum rules.

Each developer claimed responsibility for parts of the project - like creating the search or booking features - then improved things using what people said during sprints. Because they insisted everything was thoroughly checked before calling it finished, we could always show off solid, usable work at sprint’s end. Sharing duties made everyone more responsible, sparked ongoing progress.

Switching to Scrum-Agile really helped us finish tasks. Rather than checking on things only after months of work, we broke everything into quick cycles: building, testing, then improving each piece along the way. Each day’s quick check-in really helped finish tasks. Folks shared progress, upcoming work, likewise challenges. It kept things moving. Keeping our work out in the open helped us spot trouble quickly. During Sprint Reviews, we received crucial feedback. This guaranteed we built what people needed, not just what we thought they wanted. The team kept the user at the heart of things by regularly checking then improving story details. This meant we could shift gears when needed while still building what people wanted.

Interruptions happen on every project, even at SNHU Travel. Halfway through building their app, the client asked for something different: a new focus on mindful traveling versus the original plan. Typically, this sort of shift means expensive setbacks, maybe even starting over from scratch. We shifted gears quickly thanks to Scrum-Agile. The Product Owner revised priorities, the team reassessed work at the following planning meeting, so less important things got moved aside for this new addition. Because Scrum builds gradually, we could change direction while still seeing how far we’d come. We track work via user stories on sprint boards.

The Scrum-Agile framework presented numerous advantages during the SNHU Travel project. Because we built things step by step, shifting what the client wanted didn’t derail everything. It let us roll with the punches, so to speak. Throughout the project, everyone involved could see how things were progressing thanks to regular check-ins. Folks talked each day, so working together felt smoother while confusion dwindled. Each development phase yielded working parts for the client - a benefit compared to waiting until everything was finished. This meant they could start benefiting from the project much earlier.

Yet, difficulties cropped up too. Initially, a few folks on the team had trouble getting used to how we did things with Agile. Daily check-ins alongside quick project phases demanded a steadier involvement than traditional, step-by-step blueprints. Agile’s adaptability has a downside: without a watchful Product Owner, projects may swell as new requests pile up during development.

Scrum worked out really well for building the SNHU Travel site. Because we needed to check in with the client often, make changes quickly, yet remain flexible, using an Agile method just made sense. Waterfall felt wrong for this project, as SNHU Travel kept shifting what they wanted. So, we chose Scrum; it lets us build something useful, adjusting along the way to truly fit people’s needs.

Working on the SNHU Travel project with Scrum-Agile showed us how teamwork, adapting quickly, and always looking for ways to get better helps build software. Clear responsibilities, repeated testing, alongside straightforward talks allowed us to create an app clients liked, all while building a supportive team. ChadaTech’s initial test shows moving to a flexible, team-based work style boosts what they produce alongside how well departments get along. Though learning new skills and tweaking workflows will take effort, the success of this trial strongly suggests using this approach for all future software projects.