* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project:**

Each role of the Scrum-agile Team contributed to the success of the SNHU Travel Project in their own unique way. The Scrum Master planned and executed various events including Scrums, Sprint Planning, Sprint Review and Sprint Retrospective. The SM was also responsible for the teams understanding of the business vision, mission statement, team members and roles, success criteria, key project risks, rules of behavior and communication guidelines. All these events and responsibilities were vital to the success of the SNHU Travel Project.

The Product Owner was required to have engagements with users and stakeholders. The feedback, thoughts and opinions gained from those engagements were invaluable. It’s the deep understanding of demand, expectations, taste and distastes of the user base that will drive a travel business’s success. This information gave the PO direction to define the requirements and break them down into user stories for the scrum team to dissect. These stories are placed in the product backlog, prioritized constantly, and provide the team a task list roadmap of how to achieve their end goal. Additionally, in creating the user stories, the business is slowly creating user history. When in retrospective, reviewing user stories over a specific time period can be beneficial information to review.

Testers work very closely with the Product Owner. Especially during the SNHU Travel Project, the testers ensure the test cases evaluate the needs outlined by the user stories. When testers develop the test cases, they detail the steps required to complete the actions identified in the user stories while indicating clear pass/fail measures. During development, it’s common that clarification or more information is needed from the PO. That’s when the testers revise or further refine their test cases to help meet customer needs.

And we couldn’t have made it all happen without the Developers. They’re responsible for programming and debugging our project. Their work is prioritized by the product owner and reflected upon by the testers. Communication is a large part of being a successful developer; there is a constant need to reach out to the PO and the testers to continue development. Specifically, in the SNHU Travel Project, the developer needed to email the PO & tester to better understand the new boking tool direction.

* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion:**

The SNHU Travel Project largely benefited from the Scrum-agile approach regarding the SDLC. In this collaborative approach, roles and responsibilities are properly defined so team members know precisely what they need to work on. There is also a high visibility of who is tasked with what, along with addressing individual impediments daily. So, when it comes to user story completion, it is easy to see how the agile Scrum-agile approach gains a key advantage over competition. Just last module, we performed a group discussion that portrayed a company moving from waterfall to agile and it was more collaborative in 1 week than entire group projects I’ve done in the past.

* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction:**

During the project, there was a change in the booking tool’s direction. A change of this magnitude requires full comprehension from each team member in order to make a successful transition. The Product Owner would need to reprioritize and potentially redefine user stories, the Testers and Developers would need a robust communication system to align with the new direction and the Scrum Master would need to revisit and review success criteria and risks. Luckily, in the Scrum-agile approach, the team should be able to accomplish all of the above quite simply by staying within the framework. The daily scrums, sprints, sprint reviews and retrospective give the team all the communication opportunities to make the new direction understood and executed.

* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication:**

In our Module 6-1 Discussion: Vision Quest Software Case Study, I took the role of Scrum Master and below is a sample of my communication:

*Hey Team!*

*My name is Ryan, and I'll be choosing the role of Scrum Master for this Agile planning discussion. As Vision Quest starts moving away from waterfall methodologies and begins to utilize Scrum, I'd like to get feedback from all of you regarding our Communication Guidelines:*

1. *We will hold and make every effort to attend regular daily scrum meetings each weekday @ 9:30am.*
2. *Sprint planning, review, retrospective and backlog refinement will be defined/scheduled in our first scrum.*
3. *All meetings will be reoccurring.*
4. *All team members are expected to be on time for all meetings.*

*Now, these guidelines are just a basic foundation and are meant for editing/updating based on your collective feedback. The Scrum meetings and other events mentioned above are vital to the success of our agile integration; so, I just want to underscore that all questions, comments, and suggestions are encouraged, both positive and negative.*

*Agile prioritizes flexibility and continuous improvement over our previously strict waterfall planning, so I'd like to suggest that we utilize and experiment with Burn-Up Charts during our initial Agile project. Burn-Up charts will accurately track our progress and easily identify how much work/time is left without relying heavily on accurate project planning.*

*I look forward to discussing our agile integration further.*

*Talk soon,*

*RB*

I chose the above as effective communication because it’s easily understood, and I encouraged feedback numerous times throughout the post. Feedback was initially encouraged regarding the communication guidelines; then encouraged again after the guidelines for all questions, comments, suggestions, both positive and negative; and finally, once again as I stated I looked forward to discussing the integration further with my teammates.

* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.**

One of the best and most helpful organizational tools used throughout the course has to be the team charter. It lays the foundational guidelines, rules, goals, and really organizes every aspect of the project in one place. There were a few agile principles that helped throughout the course; first and foremost: “Primary focus is on customer need facilitated by constant improvement of customer experience”. Without this principle, our team wouldn’t have direction or even a goal for that matter. The Product Owners engagements with the customers/stakeholders drove the user story creations that primarily focused on the customers experience & satisfaction. Next: “Strategies and tactics are highly adaptive, responsive, and change is welcomed”. With the daily scrums and frequent communication intervals, the team can be responsive to any direction change made for the best result for the customer.

* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

The Scrum-agile approach worked well for the SNHU Travel Project. Some of the agile pro’s this approach brought were flexibility, efficiency and communication. The only con I can see is the lack of planning. However, the agile approach makes up for this by being a highly adaptive framework by nature. For this reason, the agile approach was the better choice for this specific project. A waterfall approach would have crumbled when the new booking tool direction reared its head. All of that planning would be a waste, the project would need to be reviewed in it’s entirety, again, and the lead time would most likely be pushed out far beyond the due date.