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**CS 250**

**Final Project**

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For the SNHU Travel app, ChadaTech, which previously used the Waterfall model, piloted a transition to Agile-Scrum. The team completed critical features, such as a booking interface, search filters, and destination slideshows, throughout four sprints. This review covers team roles, tools, communication, Agile effectiveness, and lessons learned.

I rotated across four key roles on the Scrum-Agile team during the SNHU Travel pilot project. Each role contributed significantly to the project's success and provided valuable insights into the Agile software development life cycle (SDLC).

1. Product Owner (Sprint 1):
   1. To help the team focus on delivering high-value products first, I used the MoSCoW prioritization system (must, should, could, won't) to refine the product backlog.
   2. I designed and prioritized a user narrative.
   3. I worked closely with the development team and led product backlog preparation sessions to ensure each story aligned with customer expectations and business goals.
2. Developer

I transitioned to the developer role during the second sprint. Executing user stories from the sprint log, participating in daily meetings, and ensuring the gradual delivery of functional software were all part of my job description.

1. I adhered to Agile architecture principles, which included continuous integration with Git and binary programming for the slideshow logic.
2. To maintain scalability, I redesigned the code based on input from code reviews and a quick demo.
3. Using HTML, CSS, and JavaScript, I created a carousel (slideshow) functionality, ensuring the element was responsive and compliant with accessibility guidelines.
4. Tester
5. I served as a tester in the third phase of the sprint, focusing on confirming the performance, usability, and functionality of the application components. I verified that the test cases were valid and met acceptance criteria.
6. I checked the efficiency of the booking and destination search modules across different devices and browsers.
7. After the fixes, I worked closely with the developers to conduct regression tests to ensure that all previous functionality continued.
8. I conducted exploratory testing to identify marginal scenarios that had not been addressed in the initial user stories.
9. I tracked, prioritized, and logged bugs using Jira, including issues such as incompatible calendar widgets on mobile devices and search filters that did not return correct results.
10. Scum Master
    1. I oversaw facilitating Agile ceremonies, clearing obstacles, and making sure Scrum principles were followed during the last sprint as the Scrum Master.
    2. For instance, I planned and led sprint planning, backlog improvement, sprint review, daily stand-ups, and the final retrospective.
    3. To reorder tasks and modify the sprint scope, I worked with the Product Owner and stakeholders to help address a significant delay in the delivery of the third-party API.
    4. I promoted accountability through task ownership and kept a visible burndown chart to ensure transparency throughout the team.
    5. Additionally, I promoted open communication and celebrated finished stories during sprint reviews to boost team morale and collaboration.

I gained a deep understanding of Agile Scrum team dynamics through role rotation. This fostered empathy across functions and emphasized the importance of each role in producing high-quality software. I became more aware of the challenges and processes involved in using iterative development to transform user requirements into workable, tested software. In addition to contributing to the project's success, this rotation helped me develop myself as a potential Agile practitioner.

Resources:

* + 1. Schwabar (2020). Scrum Guide <https://scrumguides.org/>
    2. Jansen, Brinkkemper (2009) <https://www.sciencedirect.com/science/article/abs/pii/S0164121209000855?via%3Dihub>
    3. Project management institute (PMI). (2017)