Young Raynaldo

CS-250: Final Project

June 21, 2025

**How We Worked Together**

Our team really clicked. Christy, as Product Owner, took our half-baked ideas and turned them into crisp user stories with clear “done” criteria so nobody ever wondered what to build next. Brian, our tester, jumped in from day one with laser-focused questions (like “Should this list scroll or slide?”), then paired up during development to write and run tests in real time. The developers myself included when I switched hats took those stories and delivered working slices of our Top 5 Destinations app every two weeks. As Scrum Master, I kept our stand-ups tight, planned each sprint, and cleared any roadblocks so we never got stuck.

**Bringing Stories to Life**

Imagine doing this in waterfall: months of upfront requirements, then one big coding push. Instead, we broke everything into bite-sized tasks add one picture, tweak one caption, update one test. By the end of Sprint 1 we had a working slideshow of our first two destinations; Sprint 2 brought in destinations three and four; Sprint 3 finished out our Top 5 carousel. Each “shippable” demo felt like a win, and any tweaks went straight into the next sprint instead of piling up as change requests.

**Rolling with Change**

Midway through, Christy asked us to swap out our general vacation list for a focus on beaches, cruises, and mountain retreats. In a classic waterfall project, that would’ve meant weeks of rework. With Scrum, we simply reordered our backlog, swapped in five new images and captions, and updated Brian’s test cases all within our next two-week sprint. No drama just a smooth pivot that showed exactly why Agile is so powerful.

**Staying in Sync**

Communication was our glue. Brian’s short, bullet-point emails cut through any confusion, and our shared Trello board kept everyone in view of who was where on each task. Every morning’s stand-up answered three simple questions what did you do yesterday, what’s next, what’s in your way and got us out the door in ten minutes. At sprint reviews, real demos replaced guesswork, and stakeholders gave feedback on the spot.

**Tools & Rituals**

 **JIRA** for managing user stories, tasks, and bug reports every update notified the right team member, so nothing slipped through the cracks.

 **Trello board** to track test‐case progress and development status in real time any change was instantly visible to the whole group.

 **Scrum ceremonies** (sprint planning, daily stand-ups, sprint reviews, and retrospectives) provided just the right amount of structure to keep us aligned without slowing our momentum.

**Lessons Learned**

* **Quick feedback** from mini‐demo assignments helped keep our work on track.
* **Deliverable quality** improved when tests were written before code and integrated continuously.
* **Collaboration** increased through paired coding exercises and daily check-in discussions.
* **Mastering new practices** like estimating story sizes and setting up test pipelines took extra guidance and practice.

**Final Verdict:**  
Scrum Agile was a perfect fit for SNHU Travel’s Top 5 Destinations project. In just four sprints we shipped a polished prototype, weathered a major pivot without missing a beat, and kept the whole team energized . For Chada Tech’s next steps, I’d kick things off with one small pilot team let them find their groove, share the quick wins, and then spread those lessons across the rest of the company.