During this course, there were many different positions in an agile team that we had to play. One of these roles was the developer role. While playing the developer role, working stories and planning properly were a few of the important things that are required. While planning, the developer has to take all of the story into account and make sure that the time set aside makes sense for the changes that need to be made. When it comes to finally working the stories, the developer must make proper changes, and leave a good update in jira or another tracker for the product owners/scrum masters to keep them up to date about what is going on. Now for the scrum master, running daily scrum events and keeping track of the backlog are some of the most important jobs of the scrum master. The daily scrum events allow for information between members to flow freely and allow for any blockers to be easily fixed. Keeping track of the backlog allows that stories that need to be worked or something that can be pulled in to the current sprint is readily available and there isn’t any fumbling when trying to do so. Another member of the team dynamic that needs to keep work straight is the product owner. In the product owner portion of the course there were a few important things that the product owner did. One of these things is tagging up with every person on the team to talk about the work shift that is happening because of a working group with the customers of the SNHU travel project. This was important because all members of the team knew their next moves and could move forward knowing that nothing was wasted. An example of this was the developer had asked if everything worked previously is going to be removed or just shifted out. The reply to this from the product owner was that it was just going to be shifted out. That also allowed the tester to know the shift if tests required for the new stories being pulled into the current sprint. While we did have a tester portion, there wasn’t much work for the tester. The tester is supposed to test all portions of new and existing features of the program. The agile approach has been helpful because it leaves nothing about the workflow open ended. From planning to working, to testing, agile allows for everything to be planned. The agile process has also planned for changes in work. When the scrum master came to the team with changes from the customer, the whole team was able to shift and knew exactly the next steps to take. In agile, one important thing is communication. This should start from the top with the product owner, but its more important for the scrum master to talk daily with the developers. This will be done in daily scrums and will keep information flowing. Other than scrums, the planning was very important and was one something that made the team successful. When planning, those planning have a few things they can do to plan. They can either plan with past stories in mind or plan just specifically on what is expected. I believe that the use of agile aided in the success of the SNHU travel project. The specific jobs helped keep everyone in line and have an idea of what is expected of them. The user group with the customer and product owner allows for user stories and wanted changes to make it into the current sprint. Having meetings between everyone allows everyone to stay up to date and make sure that there is no fall off of information. Without these fundamentals of agile, having a successful team would have been more difficult.