Scott Weiss

Prof. Washington

CS 250 – Final Project Document

2025-08-17

One of the roles on the Scrum-Agile team that contributed to the success of the SNHU Travel project was the product owner. The product owner can meet with the either the client or customers to get crucial information that can be sent forward to the development team to be used to develop the products. An example of this would be the product owner of SNHU Travel creating a focus group of the top customers to meet with them and gather ideas of what they would be looking for in future products. The product owner would then send this information on to the development team to adjust the current plans for where the products are at. This is where other roles on the Scrum-Agile team can contribute to the success of the SNHU Travel project, such as the tester. Even if the tester already has user stories created for the previous product, due to the nature of Agile, can quickly adapt to make changes to the user stories for the new developments. An example of this being the tester needing to alter the user stories from top destinations to detox and wellness packages based on the information provided by the product owner from the focus group.

The aspect of bringing user stories to completion was able to made easier with using the Scrum-Agile approach. Initially, the user stories were able to be started early on in the development cycle based on the initial plan for the project to be used in other aspects of the development. When the product owner met with the focus group and updated the plan for what the project would entail, the user stories were able to be easily updated and finished. In terms of handling interruptions, a Scrum-Agile approach can help mitigate interruptions by being better prepared to change directions. An example of this from the SNHU Travel project was after when the product owner met with the focus group, and upon that gathered information, decided to change directions to detox and wellness packages instead of top travel destinations. Due to being in the more flexible Agile approach, changes were more easily made than if development was taking a Waterfall approach and being further in development.

Communication is important for team based projects. An example of communication that helped the team succeed was obtaining information during a meeting to make sure the team could still succeed. After the product owner met with the focus group obtaining new information to change from top destinations to detox and wellness packages, it needed to be known whether or not schedules and deadlines remained the same or were changing to accommodate this new information. Obtaining whether or not the schedules and deadlines were changing helped the team to know where the project stood and how much needed to be done to adjust for the changes.

One of the Scrum-Agile principles that helped the team be successful was the principle of how business people and the developers needing to work together throughout the project. (Cobb, 2015) An example can be from after meeting with the focus group of the top clients of SNHU Travel to get a better understanding of what the features of the project should consist of, to then meet with the client to ensure that they are on board with upcoming changes and decisions being made to the project. Then, upon those meetings, to meet with the developers to ensure that the agreed upon changes are brought upon the project to ensure the needs of the client and the client’s customers.Without these meetings with the necessary business people, the project would have moved forward with the previous information, not fulfilling the needs of the client’s customers, thus having an impact on the client’s business. There are various tools to help meet the team’s success of the project, such as the tool Trello. “Trello is an application that serves as a collaboration tool for project development teams. One of Trello’s functions is to record lists of tasks to be performed during project development.” (Indah & Septi Yunita, 2024) Using tools such as Trello can help organize and coordinate the team more efficiently instead of separate back and forth emails between separate team members, loss of details between separate communications, and various of inefficiencies.

In relation to the SNHU Travel project, the Scrum-Agile approach can have positives and negatives. One of the positives being that the project can shift focus rather quickly and is not too set in one specific way. An example being that of the change from top destinations to detox and wellness packages. As opposed to the Waterfall approach, which would have been well into development and bringing changes to that would have likely pushed back deadlines, the Scrum-Agile approach was able to quickly make necessary changes such as updating user stories to where it did not really impact current development. A possible negative could be that the Waterfall approach, while more rigid, might have discovered the necessary information sooner during planning of the project, while the Scrum-Agile approach didn’t do as much preplanning. Overall, however, in terms of the SNHU Travel project, the Scrum-Agile approach seemed to be the best approach to take with this project. As opposed to the Waterfall model which would have been more rigid in its approach to the project, the Scrum-Agile approach kept the SNHU Travel project on schedule and maintained client satisfaction as well as satisfaction in the capability of the project team.

**References**

Cobb, Charles. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley. <https://research.ebsco.com/linkprocessor/plink?id=7668dde5-7ba6-35a3-8cf4-b4aeb8440d2d>

Indah, Pratiwi, & Septi Yunita, Sari. (2024). AMANDA (Your Plant Monitoring Application) Implementation Android Application Program Project Management Using Agile Scrum Method and Trello. *E3S Web of Conferences*, *517*, 02001. <https://doi.org/10.1051/e3sconf/202451702001>