There are 4 primary roles in a Scrum-agile team. There’s the product owner, scrum master, developers, and testers.   
 The product owner is solely responsible for managing and ordering the product backlog. The product owner’s responsibility includes maximizing the value of the product and work of the development team. The product owner is the primary decision maker as well, though decisions can be based upon stakeholder wants. These decisions typically are focused around providing direction to the team as to what will be built, basically providing a vision or framework to the developers in the form of what the final product should look like. The product owner is the head of the operation, the other roles making decisions based on the product owner’s requirements. The product owner for the SNHU Travel project gave the framework for a product that should provide locations to travel to.

The scrum master is essentially a guiding member of the team. The scrum master doesn’t directly tell the team what to do or how to do it, however they typically help with implementing and using scrum practices in the organization. This helps the adoption of a scrum approach to development especially if a team is used to other development methods like waterfall. The scrum master’s role is primarily to assist the rest of the team to increase productivity, such as enacting changes that could increase production speed or lower raw material usage. There may be more than one scrum master and they can work together to increase productivity across the organization as a whole, especially if there are multiple teams. Since teams are kept relatively small, following the two pizza rule (the rule states any team should be able to be fully fed with just two pizzas), there may be a need for multiple scrum masters if there are multiple dozens of team members spread across different teams. They also organize daily scrum meetings to get updates from the whole team to keep tabs on the progress. The scrum master for the SNHU Travel project established small goals to be completed during sprints, such as creating a slideshow-style presentation of locations.  
 The developer team is the backbone of any project, being the ones who actually develop the project’s code. The developers are self organized, receiving their task in the form of the product backlog from the product owner, receiving scrum guidance from the scrum master, and finally creating the product. There may be some specialization with developers, using their specialties in diverse teams to make a strong product. There can also be equal skill throughout a team, however both methods are effective. The developers have no sub-teams, all of them being on an equal level in their responsibilities and work. The developer team for the SNHU Travel project created the slideshow requested from the scrum master, showing off hand picked locations as an example of what is desired.   
 The final part of a scrum team is the testers, acting as the consumer in the fact that they test the product for bugs or implementations during it’s development. Since the scrum development process can circle many times before a final product is made the testers are very important to keeping the product as bug free and convenient to use as possible. They provide feedback, such as user stories, to tell the development team and product owner what is desired of the product, whether that be functionality or usability. The tester for the SNHU Travel project chose user stories to implement, such as a price window selector and filters, for the product owner to consider.

The scrum-agile approach to the Software Development Life Cycle keeps the product concurrently updated, implementing user wants and requests as they come in. The testers receive these user requests, like the user stories in the SNHU Travel project that requested 5 top locations to be implemented. This is passed along to the product owner who decides if this is part of the vision of the final project. If the product owner likes the ideas provided, he creates new product backlog and passes it along to the development team. The development team then adjusts their workload to account for this new product backlog, with help from the scrum master to keep things efficient and quick. The development team then creates a new iteration of the product with these suggestions and passes it to the tester team to get more feedback. This loop continues on until the product owner is satisfied, for example in the SNHU Travel product even after the top 5 locations were created there was then a want for top 5 detox locations, starting the loop once again until more iterations are wanted or the product is declared completed.

Communication is very important in a scrum-agile development approach. The daily scrum, though typically only around 15 minutes a day, is crucial to ensuring high communication among the entire team. Especially since sprints are split up among small groups that have a certain smaller part of the project to complete that all come together to complete the final project. Think of it as modular code, it has to be cohesive with the rest of the code but should also be able to be removed, edited, and re-added if need be. I communicate effectively in past projects by communicating what I will pick up, how I expect others' work to be cohesive with my own, when I expect to be finished, etc. I also express any problems or hiccups I may need more time with or need help with.  
 I personally find the most effective project tracker for me is trello. I have used this in team projects before, having a team of 3 to create a prototype app and create a video and presentation for the project. We three split the project up into tasks, posted on trello where we could all access it, and tracked our progress as we finished the prototype. Then, we split the presentation into pieces, assigning the person who completed the associated task with that slide because they’d know how it works the best. Finally, once all on the trello list was complete we all got a video explaining our app and its uses.

For the SNHU Travel project I think the agile approach is the most effective, since consumer wants are being catered towards heavily in this case and thus their feedback should be implemented and tested as fast as possible to create a working final project quickly. The pros of a scrum-agile approach is that the product is always being updated to consumer wants, acquired by the testers, to change the project from a general top 5 location list to a detox top 5 location list. This would have also been beneficial if the implementation of the user test cases came into effect as well, such as filters, customized lists, price windows, etc. A con of this approach is a longer development time as there is a lot of back and forth in this approach, resulting in some work being undone and revised. This makes the finish date uncertain since the needs and product are constantly evolving until a desired outcome is achieved. Though, scrum- agile is 3 times more successful than waterfall, it could still be ineffective if there is a lack of communication or work balancing among the entire team. Additionally, a team coming from a waterfall approach to development would likely be highly skilled in some areas leaving possible gaps when changing to a scrum-agile approach, for example the discussion post some weeks ago where the organization was switching approaches.