**Contribution of the various roles of the Scrum-agile team in the SNHU travel project.**

The scrum master had a significant impact in the development of the project. The scrum master helps in applying scrum theory and practice to the team. They ensure scrum events progress effectively and remove impediments by identifying distractions and roadblocks and keeping focus on what needs to be done during the sprint. A good example of the value a scrum master adds to the team is the prevention of feature creep. Feature creep, or commonly known as scope creep, is when features are added to a product many times which increases development time. A good scrum master will stay focused on what needs to be completed during the sprint and communicate when a feature is outside the scope of a sprint.

The product owner, or product owners, are the link between the development team and the customer. This provides value to the team by allowing a clean line of communication between the wants of the customer and the ability of the development team. The product owner represents the customers wants in the product backlog as detailed user stories the development team can read and understand. An example of value the product owner brought to the SNHU travel project is when the product owner was talking to the potential users of the app and getting ideas of features the end user would enjoy. The product owner then communicated these wants as user stories so the rest of the team can understand the features.

The development team brings value to an agile environment by being flexible and having the ability to change direction while still producing working and maintainable code. The development team communicates timelines of features to the product owner to communicate to the customer. An example of value brought to the SNHU Travel project by the development team is the actual production of a working product. A weak development team can cause tech debt and code that is difficult to maintain. This can cause it to be difficult to add more features and fix bugs.

**How a Scrum-agile approach to the SDLC helped each of the user stories come to completion.**

The scrum-agile was essential to the completion of user stories because it provided team structure, communication, and responsibility. User stories are clearly defined by the product owner and overviewed by the scrum master. The developers then have a detailed user story to read and can focus on developing the feature instead of worrying about the details. Sometimes details can get a little confusing still, so the developers can still communicate their concerns to the product owner who will communicate the concerns to the customer. All of this is overviewed by the scrum master who ensured the team is following good scrum practices and all roadblocks are addressed. This process allows user stories to be completed efficiently.

**How a Scrum-agile approach supported project completion when the project was interrupted and changed direction.**

In an agile environment, you typically complete a minimum viable product to see how the user base responds to the product. You can then iterate off the responses which causes the team to be very flexible to changes in opinion about the product.

**My ability to communicate effectively with my team.**

I communicated effectively as a scrum master by clearly communicating the vision and goals of the project to the team. I also provided positive feedback or constructive criticism to team members when necessary. I found and removed impediments and blockers that would hinder or stop the performance of the team. I created an environment that fosters communication and allows for team members to express concerns about issues. Communication is one of the most important skills a scrum master has because you need the trust of your team members to be able to do your job.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.**

One of the most useful tools for an agile team are digital team boards like Jira. I have more real-world experience with Rally, but all the digital team boards are similar. Digital team boards allow all members of the agile team to track progress and details of user stories. Jira is what was used in the SNHU Travel project, and it was useful in facilitating user stories.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

Agile was the best approach for the SNHU travel project. This project will need many changes in the future and the agile approach allows for those changes more easily than another SDLC method like the waterfall method.

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| **Pros** | **Cons** |
| Quick | Little documentation |
| Adaptable | Less predictable |
| Collaboration | Shifting goals |
| Transparent |
| Minimal preparation |