Throughout the course, we went over the major contributors to Scrum. That was the Scrum Master, Product Owner, Testers, and Developers. All of the roles are vital to the success of the agile process.

The Scrum Master role is the first that we covered. They oversee running daily Scrum meetings, ensuring everyone is on track with the agile process in place, assisting in overcoming any hindrances that are brought to light during meetings, and sprint reviews. We see this job really come into play at the start of each day and at the start and end of a sprint.

The Product Owner role is the next role covered. They handle customer/client contact, develop user stories, and work with the development team on estimations of task length. We see the Product Owner in many parts of the SNHU Travel project. Most notably whenever there is something to report back from the clients.

The Testers are the next role on our list. They handle developing test cases from user stories and testing products to ensure they will be ready for the end of a sprint. Since the agile process has a complete product at the end of every sprint you will see the testers working throughout the sprint and working closely with the developers to ensure that the test cases are understood and met.

The Developers is a role that can be a little broad as it covers anyone else. In a software engineering field, the developers are traditionally the ones writing the program. They work closely with the Testers and Product Owner to ensure the product is meeting all of the client’s needs.

The user stories get passed from the client to the Product Owner who begins writing the user story and periodically meets with users and also the client themselves to update it. The Product owner then sends the completed user story to the developers and the testers. The testers write test cases and send them to the developers who then use the full user story to work through the sprint and develop features one at a time. We can see an example of this as we moved through modules 3-5 and developed our user stories.

The agile approach also supports flexibility within our projects. Since you work on a system where there is always a finished product at the end of a sprint you can add more features at any point. This can push the amount of time that the project takes if you end up wanting to include all of the features, but that would be up to the client to decide if they would like to increase the length of time the product is in development. We can see the example of this in module 5 when the client asked for a change to the top 5 slideshows.

Communication with your team is one of the most important parts of agile. You need to be in contact with the rest of the team so they know what you are working on and can know what they need to do. Therefore, there are daily meetings to talk about your progress and what is hindering you. You can use any organizational tool that works for your company and needs, but a Kanban system is one of my favorites for the organization of tasks. It allows for an easy visualization of what every team member is working on and at what stage different features are at within the sprint.

Overall, I feel that the agile approach was very helpful for the Travel project there were several pros including the flexibility to change what the client was looking for on multiple occasions throughout the sprint. It also allowed for team members to voice their opinions on how those new features were going to affect the sprint’s progress. A major con that comes up with that was the concern of how all the new tasks are going to get completed within the timeframe set for the project.