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Final Project

The SNHU Travel Project was a step towards agility for ChadaTech’s Organization. Our team was tasked with developing an application for the travel agency as they were looking to expand. In this paper we will dive into the key components of our experiences with the Scrum agile approach to the project. Throughout the Travel Project each role on the Scrum team played a specific role in the success of the project. I the Scrum Master orchestrated daily meetings, facilitated effective communication, removed barriers, and made sure the team was following procedures. An example of myself at work would be enforcing daily meetings after the team lacked in communication and clarity between each other. It was important for me to identify where the team was inefficient and create a solution to prevent any delays in our progress.

The Product Owner ensured the product backlog was well maintained and prioritized. They made sure the most important features were developed and implemented. For example they made sure the user stories were clear for everyone to understand in order to develop exactly what the client wanted. The product owner made sure to have every detail the client was looking be known by everyone on the team. Our Development Team, the designers, programers, and testers worked together to push the project to its limits. They came together and met expectations each time something was requested of them. When the user stories were implemented they successfully pivoted when the clients needed something updated or changed in the program. Like the booking feature and the implementation of the app interface, handling the challenges and testing seamlessly.

The team handled change and interruption efficiently using agile. Agile allowed us to to make quick changes in our plans without interruption in the time frame. The sprints helped us to quickly pivot when changes were needed to be made to the travel recommendations feature. After implementing agile we noticed the true upside it can have on our work as well as a few drawbacks. Agile gives us the ability to adapt to unforeseen changes, It requires us to be collaborative and cross functional, it gives you a bit more of a development process that is predictable and it allows for continues feedback from the team and stakeholders. A few cons to agile would be it requires active participation and commitment from all team members, your team may need a bit of time to get used to the new workflow coming from waterfall to agile, and if all team members are not on board it may make things difficult to complete the project.

At the end of the day Scrum-agile method showed us that it can be tremendously helpful for projects like the SNHU travel project. Thee way it is setup requires you to be collabrative and adaptive, the team starts to respond to changes with precision. During the entire project the were challenges coming from all directions, working with the waterfall method would have made things extremely difficult. So I believe the agile approach for just about any project would give the team the tools to succed in all aspects.