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Reflecting on the SNHU Travel project, I took on various roles in a Scrum-Agile team, including product owner, developer, and tester. Although it wasn't a real team, the experience felt genuine and helped me grasp how everything works in an Agile setting. Each role came with its own set of challenges and tasks, but all contributed to our progress. This experience demonstrated the strength of Agile in organizing tasks, maintaining flexibility, and collaborating as a team, even in a practice environment.

Every team role offered a unique viewpoint. As the product owner, I needed to think like the customer by seeing this from their point of view. For instance, I had to find out what they wanted. I needed to understand which features mattered the most to them. I created user stories that reflected their needs and made sure we focused on providing real value. As the developer, I transformed those stories into something visual and interactive, like a slideshow that showcased popular travel spots. Then, when I took on the tester role, I reviewed what we built to ensure it met the customer's expectations.

Experiencing all three roles helped me see how everything is connected. Good communication among these roles is crucial. If one part isn't right, it can cause problems for the whole project. I valued how each stage built on the last and how changing roles gave me a better understanding of the entire development process.

One of the best parts of using a Scrum-Agile approach was how it helped us complete user stories. Instead of feeling overwhelmed by a huge list of tasks at once, which often happens in the waterfall model, we focused on smaller tasks during each sprint. This approach helped us stay organized and adapt when needed. If a new request from the client arose, we could quickly modify the user story and prioritize it for the next sprint. The process seemed manageable and reasonable, particularly when we were handling multiple tasks at the same time.

Being honest projects can go perfect or be a challenge. Creating projects, many changes can occur. Things evolve, priorities adjust, and unexpected events arise. One thing I really enjoyed about Scrum is how it is designed to adjust to changes. Rather than thinking that a surprise problem meant everything was ruined, it felt completely normal to take a break, talk things over, and make some adjustments. This way of thinking really helped us. We didn't need to begin all over again; we just had to change our focus and keep moving forward. It made the work feel less difficult and more like a fun team journey.

Being that I wasn't part of a real team exactly, communication was still really important for this project. For example, when I wrote reflections or gave feedback on someone else's work, I always aimed to be clear, respectful, and encouraging. Being open to ideas and really listening to different viewpoints helped everyone stay right on track I believe that if this were an actual Agile team, keeping that same mindset would boost teamwork even further. When people feel listened to, they are more likely to share their thoughts and get involved.

Using different kind of tools and methods really helps us stay organized and manage our tasks. Our task board is really useful for tracking what we need to do, what we're currently working on, and what we've already finished. Also, scrum events like our daily check-ins, sprint reviews, and retrospectives provide a solid framework for everything. They help our work progress smoothly without feeling too strict or formal. I can clearly see how each of these events keeps the project on schedule and the team connected.

Honestly, I think the Scrum-Agile approach was perfect for this project. It allowed us to be flexible, promoted ongoing communication, and helped us provide what the client wanted. One drawback is that it needs a lot of focus daily check-ins, regular updates, and constant feedback. For a team new to Agile, it can feel a bit daunting at first. But as you get the hang of it, the process gets a lot simpler. SNHU Travel found success with it, and I think it could work well for ChadaTech too.