**CS 250 Final Project**

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There were several responsibilities in our Scrum-Agile Team that made a significant difference in the development of the SNHU Travel application. Facilitating the Scrum process and making sure the team followed Agile principles were my responsibilities as the Scrum Master. Sprint planning, sprint reviews, retrospectives, and daily stand-ups were all part of this. To make sure the team understood the tasks and to prioritize the user stories, for example, I worked closely with the Product Owner during the sprint planning sessions.

By prioritizing the user stories, creating the product backlog, and expressing the interests of the customer, the Product Owner was essential in the process. To ensure that the development team understood the objectives and expectations of the customer, the Product Owner explained the requirements for the user narrative pertaining to ordering trip packages.

The Development Team, comprised of developers, testers, and designers, oversaw producing product increments. Their joint efforts were obvious in the effective fulfillment of user stories such as developing the user interface for booking flights and integrating the payment gateway. Each member's skills and dedication were critical to the project's success.

The Scrum-Agile strategy made a major contribution to the fulfillment of user stories. The iterative nature of Agile enabled us to divide the project into smaller sprints, each focused on delivering specific user stories. For example, during one sprint, we concentrated on improving the user registration and login capabilities. By the conclusion of the sprint, we had a functional feature that we could show to the Product Owner for comment.

Agile's continuous feedback loop guaranteed that user stories were modified and enhanced throughout successive sprints. For example, following the initial installation of the search capability for vacation locations, the Product Owner gave suggestions for improving the user experience. This input was integrated into the following sprint, resulting in a more refined and user-friendly product.

One of the characteristics of the Scrum-Agile strategy is its adaptability to interruptions and changes in direction. During the development of the SNHU Travel application, we came across a circumstance in which the customer requested that a new feature be prioritized: a last-minute inclusion of a reward program for regular passengers.

Using Agile principles, we were able to swiftly react to this shift. The Product Owner re-prioritized the backlog, and we updated our sprint targets to include the new product. This strategy enabled us to integrate the loyalty program without disrupting the overall project timeframe, proving the Scrum-Agile methodology's versatility.

Effective communication was crucial to our team's success. The daily stand-up meetings were an example of excellent communication since each team member presented updates on their progress, any problems they were encountering, and their goals for the day. This method promoted openness and kept everyone on track with the project's goals.

Another example was the utilization of collaboration platforms such as Slack and Jira. Slack enabled real-time communication among team members, while Jira was used to manage the status of user stories and tasks. These tools made sure that everyone was informed of their roles and the overall project status, fostering a collaborative environment.

Several organizational tools and Scrum-Agile concepts contributed to our team's success. Jira was used to manage the product backlog, sprints, and user stories, which helped keep the project on track. Scrum activities such as sprint planning, daily stand-ups, sprint reviews, and retrospectives gave the team a defined framework to work inside.

During sprint reviews, we showed the finished work to the Product Owner, who offered helpful input. The iterative review process verified that the result met the client's expectations. Retrospectives enabled the team to reflect on the sprint, find areas for improvement, and make changes for the next sprint.

During the SNHU Travel project, there were various advantages and disadvantages of using the Scrum-Agile technique.  
  
Pros:  
  
Flexibility is the capacity to adjust to changes in requirements and priorities.

Continuous Feedback: The Product Owner provided regular feedback to verify that the product fulfilled the client's expectations.

Incremental development: Dividing the project into sprints enabled controlled and verifiable development.  
  
Cons:  
  
Initial Learning Curve: The team needed to spend time studying and adjusting to the Scrum methodology.

Dependency on Collaboration: Effective communication and collaboration were essential, and any failures may jeopardize development.

Overall, the Scrum-Agile strategy was the most appropriate for the SNHU Travel development project. The iterative and adaptable nature of Agile enabled us to develop a high-quality solution that satisfied the client's changing requirements.

Sources

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