Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project:

Product Owner is the person who is responsible to deliver product to client they will also monitor what other team members are doing and provide suggestions to team members during work as well as update the them on the client’s feedback about our work. The Product Owner is also responsible for creating the Product Backlog. The Backlog consists of user stories – the smallest units of work in the software development process that explain in a simple way what needs to be done and what is the goal. In the context of the SNHU Travel project this is best seen in the 3-2 Assignment: User Stories.

Scrum Master will manage agile team members and conduct meetings with Team Members as well as collect daily status updates from Team Members and receive the requirements from the Product Owner and address any issues faced by team members. In the context of the SNHU Travel project this is best seen in the Assignment: Scrum Events.

The Scrum Developer/s are the professional/s responsible for creating the project deliverables, together with the rest of the Scrum team as well as understanding the business requirements specified by the Product Owner and estimating the user stories in the sprint backlog. They are also responsible for making any changes the Product Owner determines are necessary to the product features In the context of the SNHU Travel project this is best seen in the 5-2 Assignment: Product Application.

The tester/s is the team member/s that are responsible for Mastering the Product Backlog to assist the Product Owner and for defining Definition of Ready (DoR) and Definition of Done (DoD) for the rest of the team. Definition of Ready (DoR) defines when a particular Backlog element can be included in a Sprint, meaning whether it is prepared in such a way as to ascertain its understanding, implementation and delivery. The Definition of Done (DoD) defines whether the development process for a particular element is finished and whether the functionality is completed. Mastering the Product Backlog in the context of the SNHU Travel project is most notable in the revising of the test cases.

Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion: Scrum-agile approach to the SDLC helps the user stories come to completion by allowing origination and alteration of the stories seamlessly as they are passed from team member to team member.

Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction:

When the project was interrupted and changed direction in 5-2 Assignment: Product Application the use of the Scrum-agile approach allowed for a quick pivot of only what was absolutely necessary to bring the project back into compliance with the new direction set by the company and allowed for easy reuse and repurposing of existing assets.

Demonstrate your ability to communicate effectively with your team by providing samples of your communication:

Sample Email

To: Christy and Brian,

As you know we have move to agile methodology which has success in iterations in development and testing. I look forward to work together for the betterment of product.

Christy, please take a note of the following:

• Please help in giving full scenario and what are the requirements of the product.

• Please specify the important dates and deadlines which needs to be met

• Kindly specify what all outputs are required in which formats.

• Please check and provide feedback of the deliverables.

• Prioritize the product features according to the deadlines and requirements.

Please deliver us the requested items. We Will wait for your early response.

Brian - Please be involved with us in making a product success.

We will be needing your help at the end of iterative modules which needs to be tested.

Kindly be available for the same and give us detailed report for the same.

Regards Nicole

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

The biggest organizational tool we used was the user story which allows us to breakdown the work into smaller more focused pieces.

The biggest Scrum-agile principle we used was Collaboration at all steps everyone on the team was working together.

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

The Advantages of the waterfall Model are that it is Easily understandable and Each phase has a specific deliverable & review process that will be completed one at a time (There is no overlap). This works for small projects when requirements are well understood. The Dis-Advantages are that it is difficult to estimate time and cost for each phase of the development process. That a Change in the requirements will be force a complete re-work in project. So, it is not a good model for complex and big projects or for the projects where requirements are not fixed such as the SNHU Travel development project.

Advantages of Agile methodology is that Clients do not need to wait long time to see the project and that Requirements are kept dynamic. This makes it best suitable for complex and large project and for the projects where requirements are not fixed such as the SNHU Travel development project.

The main Dis-Advantage of Agile methodology is that Cost of the project is not fixed.