**CS 250 Final Project**

**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project. Be sure to use specific examples from your experiences.**

The team had several roles: product owner, scrum master(myself), developers, and testers. Each one of us worked together to achieve several things. The product owner acted as our bridge to the stakeholders, keeping both parties in the loop about changes, developments, and questions. I did my best to preside over the scrum process, watching over the team, guiding them, and helping them to maximize their efficiency. The developers and testers were patient with us through the various changes, doing their best to bring out working software each sprint as well as testing it to fit specifications and rid it of errors.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion. Be sure to use specific examples from your experiences.**

With the agile approach, there were various meetings/standups. During each of the standups, current progress, and new requests were discussed. Seeing as agile is designed to handle change, we were able to work these into the user stories we had already formed based on our initial requests and specifications for the software. Even then, we still had things we needed to be sure of. These questions and insecurities were clarified through communication with the product owner which led to the updates to user stories.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction. Be sure to use specific examples from your experiences.**

During one of the daily standups, we received a request to implement a new feature that would require us to display destinations related to detox and wellness. During the meeting, there were concerns that our work would have to be changed entirely, but that was not the case, as, during the meeting, the product owner specified what exactly was needed and how to best accomplish it.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.**

Throughout the period we were working on the project, I kept sending emails back and forth between team members. For example, with the product owner, I kept bringing up the needs of the team members that might most likely be brought up during the next standup to ensure that they had ample time to think of solutions, with the developers and testers, I kept asking what progress had been made, and what issues they ran into. These helped me to begin creating my agenda for daily sprints weekly.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful. Be sure to reference the Scrum events in relation to the effectiveness of the tools.**

We made use of azure boards. This allowed us to group tasks, add them, remove them, update their progress, and adjust their time lengths depending on what might have happened during our standups and sprints, allowing everyone with access to track ideas and progress. It also had a section for communication, allowing me to plan for those same stand-ups and plan meetings. What’s more, it had an option for extensions, allowing the team to use the tools they were comfortable with, in line with the application.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project. Be sure to address each of the following:**

**Describe the pros and cons that the Scrum-agile approach presented during the project.**

**Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.**

The scrum-agile approach allowed the team to be comfortable with changes, how? Through collaboration and constant communication. This collaboration and constant communication allowed the team to properly fill out and understand the roles they were to take on. It also kept everyone involved accountable to one another. There are many pros to the approach, but there are also cons. For one, there wasn’t much certainty, in the sense that changes could come along that would sidetrack our progress, adjustments would have had to have been made to accommodate the changes. The lack of detailed documentation required a lot of questions during meetings for clarity, which might in some cases, have held the team back. Despite all this, we were able to complete the project and provide software that works and is of good quality.