Throughout the SNHU Travel project, each Scrum-Agile team role played an important part in the project’s success. As the Product Owner, Christy defined the vision for the travel slideshow application and outlined user stories emphasizing an improved visual experience for clients exploring destinations. The Scrum Master (my role) facilitated communication between team members, removed obstacles, and ensured that all sprint activities aligned with Agile principles. The Development Team contributed directly by writing, testing, and integrating the code that powered the slideshow, updating it with new images, text, and functionality. For example, when the Product Owner requested new wellness-focused travel destinations, the developers quickly updated the code to reflect those changes without rewriting the entire application. This collaboration demonstrated how Agile roles function interdependently to produce efficient and adaptable software.

Using the Scrum-Agile approach made it easier to complete user stories efficiently. Each user story was specific and testable. For example, “As a customer, I want to view wellness travel destinations with descriptive captions so that I can choose my next vacation spot.” By breaking work into small increments during each sprint, the team could focus on delivering working features instead of waiting for the entire system to be finished. The iterative development process ensured that the slideshow functionality was continuously reviewed and improved based on Product Owner feedback. This incremental delivery made it possible to adapt quickly to feedback, such as when the Product Owner refined text descriptions to emphasize relaxation and health benefits. Agile supported these quick turnarounds through continuous integration and regular sprint reviews.

When the project direction changed from “Top 5 Travel Destinations” to “Top 5 Wellness Retreats,” the Agile framework made the transition smooth. Instead of restarting development (which would actually be required in a waterfall approach, making the project more difficult), the team adapted by modifying existing image paths and text descriptions in the code. The flexibility of Agile ceremonies, such as daily stand-ups and backlog refinement meetings, ensured that the entire team remained informed about new priorities. The focus on gradual progress allowed us to pivot quickly without losing work completed in prior sprints. This responsiveness proved the practical advantage of using Agile for projects with changing requirements.

I would say that communication was the main strength throughout the SNHU Travel project. Regular Scrum meetings provided opportunities to discuss challenges, review progress, and plan next steps. For example, when the Product Owner requested clarification on how images were being loaded, I sent a concise email outlining the implementation steps and requested confirmation before proceeding. That email ensured mutual understanding and prevented unnecessary revisions. The open communication style encouraged trust, collaboration, and transparency among all team members. This approach also helped the tester provide faster feedback on functionality and helped developers stay aligned with the client’s evolving vision. In short, consistent and structured communication fostered efficiency and accountability.

The team used several Agile tools and ceremonies to stay organized. Sprint Planning meetings helped define achievable goals for each iteration, while Daily Stand ups kept everyone accountable for their progress. The Sprint Review allowed the Product Owner to assess the completed functionality and request improvements, and being retrospective helped the team reflect on what worked and what could be improved. We also used a board for tracking tasks, which provided visual clarity on what was still in progress, completed, or pending review. This minimized confusion and reduced bottlenecks. Together, these tools and Scrum principles helped to promote transparency, adaptability, and continual progress.

The Scrum-Agile approach had several advantages during the SNHU Travel development process. The biggest pros included adaptability to changing client requirements, frequent communication, and iterative delivery of functional code. These elements made it possible to complete updates efficiently while maintaining high quality. However, the cons included the need for constant coordination and the potential for confusion when roles overlapped. Time management was also difficult, as short sprints required quick turnarounds and disciplined planning. Overall, I believe that the Scrum-Agile approach was the best choice for this project. The client’s requirements evolved throughout development, and the iterative nature of Agile supported these ongoing changes without major disruptions. A traditional waterfall model would require completely restarting several stages from scratch once requirements shifted, inevitably leading to wasted time and effort. By using Agile, the team delivered a more flexible, functional, and client-focused software solution for SNHU Travel.