For the Scrum Agile team, there were four major roles. Developer, Tester, Scrum Master, and Product Owner. The job of the Product Owner is to communicate with users and stakeholders about the current state of the program and relay back to the Developers what the users want from the program. Product Owners will use user stories to perform this task. In the case of the SNHU Travel project, the Product Owner kept track of the different features users wanted to be able to use on the SNHU Travel software. The Product Owner listed the different features from highest to lowest priority, included details on how to complete the task, and mentioned the difficulty of the assignment. This made organizing the project extremely easy and made the job of the Scrum Master simpler.

The Scrum Master's job is to run the daily Scrum as well as plan for sprints and Scrum events and write the sprint retrospective. The Scrum Master helps keep the Developers organized, assists in delegating tasks, and updates the progress of the project with each completed task. In the case of SNHU Travel, the Scrum Master informed the Developers of their new tasks, organized the tasks amongst the team, and helped encourage the team when necessary.

The Tester tests the functionality and quality of the program before it gets to users and stakeholders. Their job is to ensure that the program does what it says it can do and does so efficiently. In the case of SNHU Travel, the Tester communicated back and forth with the Product Owner to receive clarity on some of the user stories before running any of the test cases to ensure proper functionality. This not only helps the Tester do her job more efficiently but also helps clarify the details to Developers.

The Developers are the ones who build the software. They work in the code to make each of the different tasks for Testers to test and users to use. They make modifications to account for the needs of users, and the quality of Testers. In the case of SNHU Travel, the Developers made a top 5 list of travel recommendations and then refined its functionality to be a slide show with vacations specific to wellness retreats to match the current trending vacation styles.

An Agile approach to the SDLC helped each of the user stories come to completion because it allowed Developers and Testers to move back and forth on the program to add and refine necessary features. This process is much more efficient because the Developers can build a small part of the program, and the Testers can test its abilities and provide notes and changes which Developers can then use to further perfect the code. Then they can add more features and have each new version tested to completion. This is far easier than finishing the whole program and then needing to sort through every file to fix details.

In this case, when I made my initial list of vacation destinations, I was told to change the list to wellness and health retreats instead. The user stories were very specific about what the users wanted from the software, and I was able to make changes seamlessly with very little backtracking. The Scrum Agile approach makes support for these kinds of tasks far more accessible, and I had been able to rely on the details from the user stories to stay on task.

On multiple occasions, the team needed to communicate with each other effectively to further hone the details of the project. In one example, the Tester had to email the Product Owner for clarification on one task that concerned the descriptions of the different travel spots. The Tester inquired about whether “a short description” was 1-3 sentences or if the Product Owner had meant something different. This encouraged collaboration among team members because the Product Owner and Tester were given an opportunity to work together and reach a conclusion on how the SNHU Travel site would best advertise the recommended destinations.

The most effective organizational tools were those of the user stories which allowed Testers, Developers, and Scrum Masters to read and analyze what users truly wanted from the software. This made task delegation easier for the Scrum Master, test running more efficient for the Testers, and task completion simpler for the Developers. The daily Scrum was also a major contributor to the organization and overall completion of the project because it established the goals for the day, what had been completed so far, and what was projected to be completed, and it gave the team a chance to discuss everyone's thoughts on their current project placement and ask for help when necessary.

Overall, I feel that the Scrum Agile approach was very effective for the SNHU Travel project. This is because it helped with organization, and task completion, and strengthened communication between the different parties. There were a few struggles, switching over to the Scrum mindset is not seamless, and sometimes moving backward on a project is more than just annoying, but overall, the results have proven worth it. I truly believe that the Scrum Agile approach was the best approach for the SNHU Travel project because it left lots of room for communication and quality enhancements for the software itself. This made the result of the team efforts the best it could be and continually allowed them to improve the product over time.