The Scrum Master contributed to the success of the SNHU Travel project in many ways. He kept the team following the framework of scrum and organizing the daily scrum meetings. He was there to make sure every member answered the three questions in the scrum meetings, and if an item was off topic he would sidebar that train of thought and follow up at a later time to keep everything focused. He also helped to remove blockages and worked to improve efficiencies within the team by offering ideas that would help smooth out the bottleneck areas. He also helped with the sprint planning and board maintenance. The biggest help was the constant reporting to the product owner with questions and updates, and communicating back to the team with the answers received.

The Product Owner contributed to the success of the SNHU Travel project in a huge way. She came in with the responsibility of sharing the vision of the SNHU Travel project with the rest of the team. She understood what the customers wanted and was able to balance the needs of the customers with what the business wanted and with what the development team was capable of producing with the budget and timeline. She was able to prioritize the work so the team knew the best order to proceed and was paramount in deciding what functions got released and when that happened. She also managed the backlog and had the task of relaying the changes that were made when the business decided that changes to the original plan needed to be changed.

The Tester contributed to the success of the SNHU Travel project by verifying that the developer work was completed in a way that the customers would be happy with. The testers worked with the developer team and helped in the sprint planning sessions, and daily stand up meetings. By working closely with the developers and designing tests that check the functionality of the code to please the product owners, the tester created robust tests that when passed meant the code was ready for production.

The developers contributed to the success of the SNHU Travel project by creating the working code that made the entire website work. They managed to do this by talking to other team members when there was any confusion. They achieved the goals that were defined for each sprint and worked with the testers to create code that was production ready when they were finished. This allowed the project to continue as planned.

When using the scrum-agile approach the team is able to work as a solid group instead of a different group all working towards the same goal without knowing what the other teams are doing. It also allows the flow of work to continue when a problem is found or a change needs to be made because the entire team is there to help problem solve it or plan how the changes need to be addressed. With daily meetings and short sprints to get a function ready for production the team was able to adjust and adapt as needed. The product owner knew what the business wanted and had a clear vision of the end result. She was able to alert the team when there was a big change that needed to be made. The scrum master was there to keep blockages to a minimum and keep the team focused on working efficiently. The tester and developer were able to work together to keep code being production ready when finished. This allowed for tests to be written before the code was built so that the developer was writing clean code with the end result in mind. With daily meetings and short sprints to get a function ready for production the team was able to adjust and adapt as needed.

With the team working in an agile approach, when the product owner showed up with a mid production change, there was no panic. The team was able to get started on the changes during the next sprint. Since the entire team helped with the planning of the new function everyone was able to jump in and get started on it.

When planning the sprint's everything was put onto a scrum board. This allows everyone to know the status of each function. What is coming next, what is being worked on, what is being checked for quality, and what is finished. With the tester and developers working together instead of two different groups the code written was production ready once finished. This is because they are able to talk and work through problems as the problems present themselves. The scrum master was constantly talking to the product owner and development team keeping everyone focused on the different tasks and relaying the changes made. The daily stand ups kept everyone engaged and brought attention to any trouble areas.This allowed problems to be sorted out by the whole team instead of the individual with the problems.

With the entire team embracing the agile methods the scrum board is constantly updated. This allows for simple tracking of the progress being made. By using a software scrum board, and giving the team access to it, it allows for easy tracking of progress. With the scrum master checking the scrum board and ensuring the updates were made to the boards the rest of the team can keep working knowing that the board is up to date.

There were a few pros to using a scrum-agile approach for this project. Allowing the team to know the status of each backlog item was a big one. This allowed every person to know what was left to do during the sprint. With the flexibility of the scrum-agile approach surprise changes were able to be accommodated with little extra effort. If the team would have been using the waterfall approach, when the product owner came in with changes, the entire project would have come to a screeching halt. The scrum-agile approach seems to be the best approach for any project. With the flexibility, any chang

es or updates are simple instead of needing a large overhaul of previously written code.