The different roles of the Scrum-agile Team had crucial roles to play when it comes to the success of the SNHU Travel project. The Product Owner collaborating with end-users and stake holders to gather information and develop user stories for the team to identify the key components of the project is a good steppingstone. This part of the project helps the team by developing an easy to read excel sheet where the User Story Value Statement is clearly laid out for the rest of the team. Other important information is the projected end date, the severity of different components, and some quick notes to describe how the product should function to match the value statement. The Product Owner also putting a lot of emphasis on the product backlog by working with the Scrum Master, end-users, and the stake holders helps to draw a clear road map to identify what needs to be prioritized first.

The Scrum Master holding daily meetings and scheduling scrum events is crucial in keeping the team up to date on successes and failures while also making sure everybody is following along with the agile approach. In the SNHU Travel project, the Scrum Master also worked with the Product Owner to ensure the team understood what kind of product needed to be completed.

The Tester on the team has the crucial part of developing test case studies for the developer. During this project, the tester had to use the user stories provided by the Product Owner. The Tester needed to make sure that any questions that he or the developer had been promptly answered by the Product Owner. For example, asking about the Top 10 Travel Destinations being on the same page in descending order or on separate pages. Asking clarifying questions to develop the best test case studies is very important since the developer will be creating the product based on those case studies.

The developer has the important job of developing the product using the case studies provided by the Tester and the user stories provided by the Product Owner. During this project, the developer had to develop the Top 10 Travel Destinations that was listed as a top priority for the SNHU Travel website. Part of the way through, the stake holders met with the Product Owner to change this to reflect current data suggesting health and wellness destinations. It was up to the developer to collaborate with the Product Owner to ensure the changes can be made in a timely manner that wouldn’t affect the project deadline.

A Scrum-agile approach to the SDLC helped the user stories come to completion by prioritizing certain stories over other via scrum events. By using scrum events, the team can identify which user stories are more or less important and therefore tackle the more important ones first. Since the Scrum-agile approach is done in small sprints, it’s easier to update the end-users, stake holders, and other members of the team on the progress of the product. By breaking the user stories down into value statements and having a list of expectations and a deadline, it paints a very clear picture of what needs to be down and how to do it.

A Scrum-agile approach was very effective in dealing with project interruption. When the stake holders wanted to change the Top 10 Travel Destinations based on popularity to Top 10 Destinations based on health/wellness, it was very easy for the team to adapt. The product didn’t need too much altering since it was still being developed. It was a quick conversation between the Product Owner and the rest of the team and further collaboration to fix the test cases and product itself. What would’ve been a major setback in a waterfall approach was a just a minor one in the Scrum-agile approach. Having a product divided up into smaller sprints allows greater flexibility to changing requests and interruptions.

Communication among teammates is very valuable to a Scrum-agile approach. This could be in the form of scrum events lead by the Scrum Master or through internal emails between teammates. As the Tester needed clarifying information regarding the SNHU Travel project, he promptly emailed the Product Owner immediately before developing the Test Cases. The Product Owner then responded with a template of what the end-users expect to see when the project is complete. This communication was key in developing the test cases and for the developer to work with the template and provide a quality product. Also, the constant communication between Product Owner, stakeholders and end-users helps to have a refined product backlog that paints a clear and concise road map of the project. Communication is probably the most important aspect to a Scrum-agile approach and a lack of it might lead to a dysfunctional team and poor-quality product.

There are certain tools, like Jira, that help to organize a Scrum-agile team. These tools make it easy for collaboration between teammates or other teams and help to prioritize tasks. Other methods, like scrum events, can help the team to come together and collaborate on a specific project. These scrum events can be fun and engaging while also very informative about who your teammates are and how they think. During these scrum events, certain tasks are prioritized, and clear chart/graph is on display for the team to conceptualize where they think their priorities should be.

The Scrum-agile approach was effective for the SNHU Travel project. One pro is its flexibility when requirements changed regarding the Top 10 Travel Destinations. This showed us how an agile approach works well when things change or get interrupted. Another pro is how open and constant the communication was with team members. Everybody was constantly collaborating with another person or altogether to ensure the completion of the project. A con to this approach would be its lack of planning in the beginning. So, while there are updates to user stories and test cases along the way, a lack of planning of planning can make it feel overwhelming and getting yourself into something that you’re unfamiliar with. This could possibly lead to higher levels of stress or anxiety in team members. For this type of project, given how small and simple it seemed, I wouldn’t think an agile approach is necessary. I think if a team decided to take on the project using the waterfall approach, it would be just as fine. Both approaches have their strengths and weaknesses. If the project was larger or had a quicker deadline to meet, then I would say that the agile approach would definitely be more appropriate.