In the development of the SNHU Travel project many positions played a key role in accomplishing and making sure that scrum was performed as needed. We had the role of scrum master, in charge of making sure that the principles of scrum were being followed correctly and applied in a matter that actually is beneficial to the team. The role of scrum master was in charge of being the main force for applying the scrum main points to the project. They created the Sprint plans, helped with directing how scrum should be thought about when planning such meetings. Made sure the team followed the process as to know default back into a more commonly used method of waterfall methodology of gathering and planning and following a plan to the T, rather than adapting and creating useable code. We had the product owner which was in charge of creating the direction for the team and gathering the requirements and creating a product backlog for the team to prepare for the project. The product owner spoke with the stake holders and the users when they created the product backlog such as when the users wanted to add certain functionalities to the website. We had the role of developers who were in charge of the implementation of the project and assuring that they could accurately follow scrum processes according to the sprint backlogs to assure that things were done in a timely fashion. They also were in charge of correctly implementing the user stories and when asked to make a change they had to make the change such as that of rather than a scrolling menu, creating a different style menu style. They also responded to new request changes of making packages more focused on the request of self-care/ wellness packages and responded to the product owner about the ability to make these changes and how this would affect the scrum velocity. We had the tester that their importance was that of creating test cases, including edge cases, multiple repeat test cases, large amounts of test cases, etc. so that the functionalities of the program were ensured to be working. The tester position was in charge of making sure that the tests fit the definition of done for what the development team agreed to as a whole. Also as the tester helping to refine and extend or split user stories for test cases was a thing. If one functionality was to large to test individually it was the job of the tester to make sure how to know how to test these separately. They were also working with the development team to ensure that legacy systems worked in conjunction with the new site being development and the previous system architecture. We had the client and stake and stakeholders as part of the development which was necessary to assure that a helpful product was being created, according to their vision, by which they communicated often with the product owner. Then finally in the creation of the project we also included the users that, which without having the user there would be no development of a meaningful product. The user is the driver of the product and is the reason for development.

A scrum approach to such a project was helpful because it allowed for a quickly changing industry of travel to respond to its customers requests. Such as when the developer had to make changes to the travel packages it was easily followed through and more easily implemented rather than having to wait until the development was complete and the original functionalities were tested and the review held. The grading system of scrum and analysis of velocity allowed for the team to adapt to changes by making sure that the new changes would not play a large change in delivery date of the project. Such a system allowed for the tester in this project to choose from a large, medium, and small size function implementation in the project to be tested and made sure to allow for the continuous progress of the project.

When the team experienced changes in the development of SNHU Travel it was easily able to be adapted to by the team because of the ability of clarity in the project. The daily scrum meetings held by the team were able to bring clarity to the project by assuring that the team was following the product backlog in the way that it was organized by the product owner. Changes to the product backlog were mainly done with the new changes to the travel packages. When certain things were unknown it was good for the ability to have clear roles in the Scrum framework and allowed for the tester in this case to ask for some things that were not clear on the project, and to whom to ask this to. Mainly as the development of the project and how to develop it was to left to the team , however the direction of the project was up to the owner, as the tester it was a decided to make it known to both of the development team and the Product owner. Thus, in the journal as the tester for questions regarding user stories, it was sent to both the PO and the Development team. Such a question such as “I am requesting your additional support on the implementation of our services.” Was asked as the user stories requesting functionalities were often sometimes very general and ambiguous and left to the team in how to implement, although the Product Owner was included to create a clear understanding for the direction of the project between the development team and the product owner.

A scrum principle that was helpful was one of organization and communication between all the team members in organizing the direction of the project. When the product owner was creating a product backlog with the help of the Scrum Master, it was able to be processed and prioritized through a use of some techniques such as MoSCoW technique. This allowed for prioritizing the most important wants and needs to the least important requirements and to also excluding the things that will not be part of the project. It is important to know how to prioritize as a team and especially communication techniques of scrum meetings are important to make it clear to the product owner, the level of progress towards the project as a whole as well as what can actually be done in the given time frame. Over committing to additional requests that are not necessary for the original agreement between the client and the team will slow down the project and could cause the project to go beyond the time frame and budget of the project , which can cause a product, although it might be completed successfully could be considered a failure in business terms.

Scrum is a good approach because it allows for quick adaptation to changes in a project being requested and allows for clear and effective communication between team members and other members of the project. It also has pros that allows for effective communication with customers and stake holders and allows for stake holders to receive a more quickly working product thanks to the short time span of a sprint which should relatively be 2-4 weeks in length. However, I believe that the strengths of scrum can also attribute to some of its weaknesses. Perhaps allowing for so much ability to be flexible will cause a weakness in that it may cause a team to overcommit as previously mentioned or might cause to much interference from the client into the development of the originally agreed upon product. Because scrum will always show a working product more quickly, this will sometimes cause the client to see new problems or have new requests that were not originally agreed upon in the initial meeting. However, I think that having knowledge team members on agile processes and having an effect scrum master and product owner, can make sure that scrum is affectively utilized in a project. I believe that it was the right idea to use it for this project as it allowed for something such as travel , which changes quickly to be adapted to the needs of the client as well as the changes in the season. Perhaps if it was for a system that should not be rapidly changing, but rather something that needs to be thought out longer and more carefully reviewed, scrum would be less than ideal. However, I think for the SNHU Travel project it was the perfect choice.