Final Project

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**Introduction**

Throughout this term, I contributed to the SNHU Travel app project by applying Agile principles to deliver a functional and user-friendly travel application while collaborating with my team through structured Scrum events. The iterative nature of Agile allowed us to refine our approach based on feedback and adapt to changes, ensuring that the project evolved to meet both stakeholder expectations and technical requirements. Our mission was to deliver a fully functional, web-based platform within five weeks that would allow users to explore and book curated niche travel packages.

**Applying roles**

There were several key roles in the SNHU Travel project that were essential for developing the application and collaborating within an Agile methodology. For example:

* **Christy – Product Owner**: Defines priorities and maximizes product value based on client needs.
* **Ron – Scrum Master**: Facilitates Scrum processes, removes blockers, and ensures the team stays aligned.
* **Nicky – Developer**: Codes and implements product features.
* **Brian – Tester**: Writes and executes test cases to validate functionality.
* **Amanda – Client**: Provides project goals and continuous feedback.

Learning about the Daily Scrum in Module 2 reinforced for me how important the Scrum Master role is in practice. The Scrum Master not only facilitates clear and consistent communication but also ensures the team maintains momentum by quickly addressing blockers and keeping the project aligned with sprint goals. This role is critical for promoting teamwork, accountability, and transparency, which are fundamental to Agile success.

**Completing User Stories**

The Scrum-Agile approach to the SDLC was essential for completing user stories in the SNHU Travel project because it kept the work organized, prioritized, and visible to the entire team. By breaking the project into sprints, each user story could be addressed in manageable pieces, with clear goals for what needed to be completed before the sprint ended. For example, when developing the Top Five Destination List user story, the team collaborated early to clarify acceptance criteria, which ensured the developer knew exactly what to build and the tester could prepare relevant test cases in advance. This alignment avoided rework and allowed the feature to be completed on schedule.

The iterative nature of Agile also helped refine user stories mid-process through sprint reviews and backlog refinement. For instance, while working on the Personalized Travel Suggestions story, early feedback from the Product Owner led to adjustments in how filters were applied to user history, improving the final feature. Continuous collaboration between roles (the developer building, the tester validating, and the Product Owner giving quick feedback) ensured that each user story met both functional requirements and quality standards before being marked complete. This constant feedback loop kept the project moving forward smoothly and increased the quality of the delivered product.

**Handling Interruptions**

During the SNHU Travel project, priorities sometimes shifted mid-sprint, such as when feedback during the Filter Top Destinations development prompted us to focus instead on refining the Personalized Travel Suggestions algorithm. Using the Scrum-Agile approach, we discussed the change in the Daily Scrum, collaborated with the Product Owner to adjust the backlog, and quickly reassigned tasks. This allowed the team to integrate the new priority without compromising timelines or quality, as Agile’s incremental structure made it easy to pause partially completed work and adapt seamlessly.

**Communication**

One strong example of effective communication during the SNHU Travel project was an email I sent to the Product Owner and development team to clarify acceptance criteria for the Personalized Travel Suggestions feature. In that email, I summarized the latest feedback from the client, highlighted potential ambiguities in the requirements, and proposed a quick meeting to align on priorities before development continued. This message worked well because it was concise, clearly identified the issue, and offered a concrete action plan.

By initiating this clarification early, we avoided rework and ensured everyone understood exactly what was needed. This transparency encouraged collaboration by giving both the developer and tester space to raise concerns and refine the solution together, ultimately leading to a feature that met client expectations without delays.

**Organizational Tools**

During the SNHU Travel project, the combination of Scrum events and organizational tools played a central role in our success. Information radiators, such as our shared Jira dashboard, made progress and blockers visible to everyone in real time, ensuring transparency and quick decision-making. For example, while working on the Filter Top Destinations feature, the backlog board clearly showed dependencies and priorities, allowing us to coordinate tasks effectively. The Sprint Review was another key event, providing a platform for demonstrating completed work to stakeholders and gathering feedback that directly shaped the Personalized Travel Suggestions algorithm. By integrating these tools with Scrum principles (Daily Scrums for quick alignment, backlog refinement for priority management, and sprint retrospectives for continuous improvement) we maintained a clear focus and adapted seamlessly to changes. This synergy between visual organization tools and structured Scrum events ensured that both communication and productivity remained high throughout the project.

**Evaluating Agile Processes**

During the SNHU Travel project, the Scrum-Agile approach provided several clear advantages. One of the biggest strengths was the flexibility to respond to changes, such as when client feedback prioritized refining the Personalized Travel Suggestions algorithm over continuing work on the Filter Top Destinations feature. Through the Daily Scrum and backlog refinement, the team could quickly realign priorities without losin g progress. Sprint Reviews were also valuable, allowing the team to demonstrate working features, gather stakeholder feedback, and immediately integrate those insights into upcoming sprints. This iterative structure fostered continuous improvement and maintained high engagement from both the team and stakeholders.

However, there were some challenges. The time-boxed nature of sprints sometimes meant that larger or more complex tasks had to be split across multiple iterations, which could delay the delivery of complete features. Additionally, the need for constant communication and regular ceremonies required significant time investment, which could feel heavy for smaller teams or during less active development periods.

Overall, Scrum-Agile was the best approach for SNHU Travel because it matched the project’s dynamic requirements and allowed for quick adaptation to evolving client needs. The framework’s emphasis on collaboration, transparency, and incremental delivery ensured that the product evolved in direct alignment with stakeholder expectations, while minimizing wasted effort on outdated priorities.