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CS 250

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Scrum Final Project

Whilst working on the SNHU Travel Project, the various roles of the scrum team came into play in a myriad of different ways. The product owner weekly provided feedback and gave updates on how the product was coming along in the form of short slideshows and emails. The Scrum Master also contributed in the same way, whilst also organizing what needed to be done each week. The development team coded the app, whilst the Scrum Master acted as a link between the team and the product owner, sending emails to the owner, and providing the emails to the team. The development team was also responsible for translating the product owner’s requests into code.

By utilizing the scrum-agile approach, we were able to incorporate user feedback as we went along in the process, in contrast to the waterfall method where we would not have been able to utilize user feedback until the end. We held multiple meetings with users, where we noted what users liked and disliked about the travel website, we then incorporated that into our sprint planning and proceeded with a clearer picture of how to formulate the project. We were also able to keep up with changes the product owner requested as she requested them.

Because we were working in sprints, we were able to change course during the project when the course changed or was interrupted. In contrast to the waterfall method, where the project is completed before feedback is received, we were using the Scrum-Agile approach, and thus were operating in sprints, and so was receiving feedback on a weekly or bi-weekly basis. This meant that even if we had to change course or scrap a sprint, we never had to scrap a large amount of work, saving time in the process.

The SNHU Travel project communicated primarily through email, which gave concrete conversation evidence to go back to and double-check information against. Since it was also done through an assignment, the instructor could give feedback on the project as time went by that could consistently be gone back to and checked over.

The project was primarily organized through word docs, eclipse files, and excel spreadsheets. The excel spreadsheets are known to be good for organization due to their ease of access. It also made it easier to access project materials on other devices, such as my phone, or my computer at work. The ability to get feedback that could be put in the available organizational documentation was also helpful.

The Scrum-Agile approach is in my opinion more effective than other methods of approach to projects. Due to the fact that scrum allows for continuous improvement and redesign of projects. I do think that this could bloat a project if the project was smaller or a type of project that would not need a lot of redesign, since scrum emphasizes continuous testing and redrawing of plans, if a concrete plan is drawn up to begin with for a project that would not need any redesigns.

For this particular project I think that either approach, agile or waterfall, would have worked, since the overall view of the project remained the same throughout the project. The downsides to using the waterfall approach would’ve been the scrapped work when the project changed slightly, but I think it would have been the same amount of work, since what had to be scrapped and redone was not anything that would not have needed to be redone using the agile approach. The agile approach may have delayed the project’s completion as the project did not change in scope enough to benefit from the constant redraws common in agile projects.