The product owner contributed to the success of the team by conducting interviews with customers to see what features they would want on the SNHU travel site, creating the product backlog and user stories so that the development team would know what to create and by representing the other stakeholders at SNHU travel. The development team took those user stories and turned them into features by working as a self-organizing team, responsible for not only writing code but also the design of the website. The tester ensured everything loaded properly and all features worked as intended. And the scrum master facilitates scrum events, the daily scrum and ensures communication between team members. Using a scrum-agile approach helped each user story come to completion because there were clear acceptance criteria, working code was produced and tested as quickly as possible and the entire project didn’t have to be planned before development began.

As a developer, I had to change my approach several times during the development of the SNHU travel site, but as I wasn’t bound by requirements of the waterfall approach, I was able to adapt quickly. As a developer I communicated with the Tester and Product Owner to enquire about how the website would be designed, and to ask the tester to ensure that the site loaded properly on multiple operating systems (both on phones and computers) and browsers. A sample of my communication with the Product Owner: “Hey, this is Malachy, I’m on the development team. I am writing to ask you how/if we plan to implement a home page and profile page with the new slideshow format for the website. Would we add controls for the user to access these pages by the arrows to navigate between slides or would we want to have a navigation bar on the side of the screen? Also are we going to do anything to make this more mobile friendly? “

The pros of the agile approach for the SNHU Travel project were that working code was developed quickly, the workflow could be adapted quickly if needed, and software was delivered to the customer often. I think agile was the best methodology to use here, as a waterflow method would require a bunch of upfront planning and being able to adapt in a project like this is nice – it is the first time SNHU Travel has ever developed a website, and they might change their mind and want to do some things differently. They also want the project done quickly, which would deter me from wanting to use a waterfall approach. The agile principles that helped complete the project would be 2 and 3, welcome changing requirements and deliver working software frequently.