The Scrum-Agile approach is a software development methodology that can effectively elevate the productivity of a software development team. Its focus on adaptability and communication makes tasks easier to manage and delegate. The collaborative nature of software development, especially in small teams, requires a system that lets a lot of moving parts operate independently of one another while also expressing awareness of all the tasks that are being accomplished. The combination of user-focused development under scrum and an incremental framework under Agile was the correct approach for development with the SNHU Travel Project.

As the project got underway, the user stories were simple enough to manage. The team would get input from the users via Product Owners and deconstruct the feedback into user stories that could be condensed into tasks. This was a perfect example of how agile made the development process easier and see the tasks through to completion. The open channels of communication made any questions or “stoppages” simple to handle. At any point, questions could be raised to the Product Owner that would be a pipeline of information to and from the users. The goals and subsiquent changes that needed to be made for the project would adjust based on the specific needs of the users.

In one case, the project was interrupted by a change in a feature request. Specifically, the content designers wanted the top 5 destinations to be ‘relaxation destinations’ like spas and tranquil places. When this change was expressed to the team via the Product Owner, it took very little effort to make the desired changes. This is a strength, I would say, of the agile process; the ability to be adaptive and flexible when goals and tasks change. It’s a big positive also considering the changing nature of software development, where tiny incremental changes happen often and with little notice. Adapting to the changes can be combersome, but Agile was designed to handle them with ease.

A very important part of the agile process is the effective communication between stakeholders and other members of the scrum team. Utilizing tools such as email and JIRA made this part of the process easy to manage. When questions arose over different changes, the best way to tackle those was to reach out to team members who could quickly answer those questions. And if the questions were for the users giving a request, it was easy to have the Product Owners facilitate those questions and come back with the answers through email. Once the goals of the tasks were communicated properly, we could condense them into stories with JIRA. JIRA is a great tool for organizing user stories and delegating the tasks between teams. All the information needed to complete stories are contained within the JIRA story ticket, along with details for the acceptance criteria and further testing. While it’s not strictly necessary to have these tools to adhere to an Agile methodology, they make Agile tasks more structured and fluid.

Compared to other methodologies, such as the Waterfall approach, Agile is much more flexible in its composition. The Waterfall method is far too ridged with task-handling when compared to Agile. The malleability of the structure of tasks is incredibly important, especially when the team anticipates changes while working. This is the biggest advantage that Agile has over the Waterfall approach, and it’s a large advantage. Changes are bound to happen and the method anticipates the changes that crop up during the construction process.

A drawback with the Agile system is that feedback can be problematic to deal with when wanting to innovate quickly. The product roadmap that the company lays out might not align with what the users may request with features. This is a double-edged sword. While it is important to make features that improve the experience for the users, they don’t always mirror the vision that the team has for the product. So, feedback can get in the way of proper innovation as the team works through a proposed vision.

In conclusion, the Agile approach was the correct methodology for this project, in my opinion. It allowed for changes and fluid communication that didn’t bring the project to a screeching halt any time a story was altered. This made the team more independent and flexible without sacrificing the project components that kept the team structured and efficient. The correct balance is hard to maintain but I believe Agile strikes that balance.