Final Project

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Throughout this course, I took on multiple roles within a simulated Scrum-Agile Team as part of the SNHU Travel project. Although the scenarios were hypothetical, they gave me a realistic look into how Agile teams function and how software development can adapt when using iterative, user-centered approaches. My experiences in each role, Scrum Master, Product Owner, Developer, and Tester, allowed me to see the strengths of Agile methodology from several perspectives (Schwaber & Sutherland, 2020).

As the Product Owner, I learned the importance of gathering and prioritizing user feedback early in the process. Writing user stories using the “As a user, I want to… so that I can…” format helped make the team’s goals more understandable and actionable (Mountain Goat Software, 2024). For example, the story about allowing users to hide certain vacation destinations showed how small feedback details can drive more flexible and personalized features. This format not only helped with clarity but also made sprint planning and backlog refinement easier. As a Developer, I focused on clear communication to avoid misunderstandings, especially when requirements changed during a sprint. I often needed to confirm which parts of a feature were impacted and what the acceptance criteria looked like. I drafted emails that outlined these questions in a clear, direct way, so that the Product Owner and Tester could respond without confusion or delay (Kaushik, 2023). This taught me that even something as simple as a well-structured message can be the difference between moving forward or getting stuck.

As the Tester, I realized how critical it is to understand what’s implemented versus what’s still being planned. Some of the user stories referenced features that weren’t visible in the current wireframe, so I had to reach out and ask for clarification. Without that, I would have written test cases for functionality that didn’t exist (Bilavendran, 2025). This made me appreciate the value of early and ongoing collaboration with both the Product Owner and Developer. Finally, as the Scrum Master, I focused on facilitating events that keep Agile teams aligned. Sprint planning, daily standups, backlog grooming, and retrospectives each had their role in promoting team communication and reflection (Agile Manifesto, 2019). Even though we didn’t run these meetings in real time, going through the process helped me understand how each one contributes to keeping a project on track.

Completing user stories under Agile was easier because the framework is built for flexibility and transparency. When our focus shifted partway through the project toward wellness travel, it didn’t feel like a setback. The backlog was adjusted, priorities were redefined, and the work continued. Instead of losing time trying to re-plan everything, the team was able to pivot naturally within the sprint structure. Agile’s strength in handling interruptions came through clearly during this scenario (Rigby, Sutherland, & Takeuchi, 2016). Rather than viewing changes as problems, we treated them as opportunities to better meet user needs.

Communication was at the heart of everything that worked well. From my role as Developer, I saw how asking specific, actionable questions helped others provide the exact information I needed. Our course also emphasized the importance of using organizational tools, like task boards, burn-down charts, or platforms like JIRA, to support visibility and accountability (Cobb, 2015). Even though I haven’t used JIRA in a real-world job, learning about its features helped me see how Agile tools reduce the need for repetitive check-ins and enable better remote coordination. The team charter also reinforced the value of scheduled communication routines, from daily syncs to sprint reflections.

Looking back, I believe the Scrum-Agile methodology was the best fit for a project like SNHU Travel. The ability to adapt, prioritize user input, and deliver value in increments made the experience feel dynamic and realistic. There were challenges, like the need for frequent communication and role clarity, but those were outweighed by the benefits. If we had used a waterfall approach, we would have locked in our plans too early and missed opportunities to respond to change. The Agile process encouraged flexibility without sacrificing structure, and I now understand why so many modern teams rely on it to build better software faster.

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