During the SNHU Travel project, I practiced different Scrum-Agile roles like Product Owner, Developer, Tester, and Scrum Master. Each role helped me understand how teams work together. As the Product Owner, I set the priorities. As the Developer, I worked on slideshow updates. As the Tester, I checked if everything looked and worked right. As the Scrum Master, I made sure the tasks stayed on track.

Using Scrum-Agile helped me break the work into small tasks. I didn’t do everything at once. For example, one user story was about changing pictures, and another was about updating the slide text. Working this way made the project feel easier to manage and helped me make progress step by step.

One big change happened when I switched the project to focus on wellness travel. At first, this felt like a setback. But Agile helped me adjust without starting over. I just focused on updating the slideshow in the next sprint. This made me realize how flexible Agile is.

Communication was very helpful. I wrote a simple email to the Product Owner and Tester asking questions about the new project focus. This helped clear things up. Thinking about daily stand-up meetings also reminded me how short updates keep teams on the same page.

Agile planning tools were useful too. I followed the idea of sprints and task planning. Even though I didn’t use real tools like JIRA, I made a to-do list and worked through it step by step. Sprint reviews helped me reflect and get better each time.

Agile worked well overall. The biggest benefit was how easy it was to make changes when needed. A small downside was not having a real team, but I still learned a lot. I would like to use Agile again in future projects because it made the work clear and organized.