The Product Owner contributed to the success of the project through communicating in a clear and concise way what they want from the project. They also continue their support by occasionally attending Scrum meetings as well as answering questions that the team may have for clarification. The Scrum Master contributed to the success of the project by giving a clear understanding of what needs to be discussed at each meeting, keeping the team on track from side bar conversations, and maintaining the backlog for the project as well as setting up each Sprint. The Team Members contributed to the success of the project by asking clear questions to the appropriate people when necessary, completing their part of each sprint, and making sure to stay on task in the Sprint as well as in the Scrum meetings.

In each of the user stories the Scrum-agile approach to the SDLC helped make it to completion in various ways. For example, since we work closer with the product owner its easier to get clarification on detailed components of the project instead of ending up with a product the Owner doesn’t want. This also helps in the area of testing, since setting an appropriate test case may also need clarification from perhaps even the developers as well. On the reverse side, the user stories help the Scrum-agile approach by having a tangible chunk of information to utilize in the sprints for burn down charts (or burn up) so progress can be made in noticeable and functional steps.

The Scrum-agile approach supported project completion when the project was interrupted and changed direction because every sprint focused on completion of a functional piece of the program. Therefore when it was time to add something that takes priority, which made it necessary to de-prioritize something else, anything else that had been worked on to this point was functional and we now have the freedom to set something aside for the new addition. So if at the Scrum meeting we are told to add a new user story that takes priority and the project deadline should remain the same, it’s actually possible for us to do that.

To demonstrate my ability to communicate effectively with my team here are some samples of my communication. In this instance I am introducing myself and explaining my role in the team, I believe it to be effective since I was concise in what my duties would be:

“My name is Robert and I will be one of the developers on your team. I will be helping maintaining our Product Backlog through adding details as they arise and updating the project estimates. I will also utilize the user stories to help add features. I will be working continuously with my team of developers as well has a steady collaboration with the Testers, Product Owner, and Scrum Master to ensure a smooth development process as well as clear and transparent information sharing.

If there are any questions on what is expected of me in the functionality or otherwise of our project, I will reach out to whichever party it may concern for clarification and I will make sure to specify the intended recipient as well as be very specific in what information I need to continue forward.

I’m grateful that I could be a part of this team during this tremendous change.”

Some of the organizational tools and Scrum-agile principles that helped your team be successful were the user stories, the Scrum board, the backlog, and the burn up chart. The user stories helped us break down the project into smaller tasks which allowed them to be distributed among the team and made it easier to give a reasonable time frame for completion. It also allowed us to prioritize the features based on each user story. The Scrum board helped primarily with management, it allows them to track the time spent on the project and within each user story. This can also help in giving a better estimate of completion based on the team’s average work pace. The backlog I would say helped with keeping things transparent as the team always new about new actions within the log. The backlog also helped the management in planning and organizing each Sprint. The burn up chart helped with a few things. It helped keep track of progress for both the team and managers, it is also convenient since it’s a software tool available to management and the whole team so it doesn’t have to be created manually. Lastly, it can be a source of motivation seeing the progress of your project getting farther along on the chart.

In looking at the effectiveness of the Scrum-agile approach for the SNHU Travel project I would overall say that it was definitely the best choice for the project. On the positive side it allowed a tremendous amount of flexibility in the project which was absolutely needed since the travel destination scene is forever changing. As new trends enter, new features can be added targeting those trends. I can’t really see any disadvantages of using the Scrum-agile method in this scenario. Perhaps if it was a larger project and bigger teams it may have caused the project to grow uncontrollably to an ever changing, never ending project since there was no hard deadline.