Throughout the project of the niche travel website for SNHU travel, each member of the Scrum team played a crucial role in the success of this project and sprint. As the role product owner, who is the “middleman” between the client and the team. The product owner’s goal is to work with the client and get their vision and goals for the project. They continuously follow up with the client to make sure they can relay clear and concise needs and wants of the client to the rest of the team. With the information, I was given from the meeting with the client they are then able to bring that information to the team during the daily scrum meetings. During this time I spoke with the client and found the 5 most important features they want to see. After I got all information from the client, I created a product backlog and rated in order of importance to the client. The product back long is how the team is given information in a way where the features the clients want are broken-down into clear terms which allows for a more fluid and transparent team with no gray area or guessing.

Once that information from the product owner is gathered, we then planned the sprints, which consist of the sprint planning meeting, the daily scrum meetings, the actual work for the project, the sprint review, and the sprint retrospective. The sprint is a time frame typically a month, within the project timeframe when at the end there is a complete and usable increment of the project is complete. The sprint planning meeting is the flexible plan that the team will follow to reach the goal.

Our scrum meetings are led by the scrum master, which is me, every morning for 20 minutes at the beginning of the day. This meeting allows us as a team: product owner, developer, tester, and scrum master to gather and talk about the progress of the project and sprint. The meeting is led with three primary questions: “What did you do yesterday?”, “What are going to do today?” and “What is delaying the progress?”. With these questions we see if the developers are on track, or if they are hitting a roadblock with a section they are working on, allowing us as a team to find a way to work through it or find an easier way to finish the task. Once the sprint is complete we then do the sprint review, whereas a team we go through the current sprint and go through what was completed during the sprint, what was not completed, where did we have any setbacks, how we overcame the setbacks, and then what the team should work on next. With the retrospective, the team comes together again and works together to see how the team can improve during the next sprint for the project.

As the scrum master through these meetings, it was my job to make sure the team understood the purpose and the set goals of the sprint. I also was there as a resource to help when there were setbacks during the spring allowing us to achieve the timeline.

I then took on the role of tester. My job as the tester was to take the user stories that product owner created and make the test cases. The purpose of the test cases determines when the user story meets the requirements of being complete. The testing is done throughout the development in Agile and remains consistent throughout the development process. With the consistent testing, this provides the developers and the team constant feedback, allowing the team to fail quickly. Failing is ok, it gives the team feedback on what works and what doesn’t work, saving money and time in the long run. When building the test cases for developers, it gave them a better understanding of what the product needs to provide in order to pass the test cases.

Throughout the project and sprint, there is always a chance that the requirements change on a whim. But with Agile methodology, we can adapt, especially as the developer. As the developer, my goal is to work efficiently with the code. When changes happen, developers can use the revised user stories and test cases to understand the new requirements. Which is exactly what happened, there were changes made by the client and with the Agile process it was quickly communicated to the team and myself the developer allowing me to adjust the focus and work on the new requirements for the project.

Throughout the project we utilized many tools within Agile. Previously mentioned, the entire sprint process, user stories, the backlogs, test cases, user stores and of course the daily meetings. Each tool provided clear communication between all members of the team. The other Agile tool that was used was the team charter. Which was created at the start of the project that outlines the expectations for each member of the team, how the team would work as a whole, how we communicate and the vision for the project as well.

Thinking back throughout the course and this project, we learned and took on the roles as members of an Agile team. In my opinion, the Agile approach is/was the best option for the project. Allows the team entire team to work as one to complete the project, instead of working separately and trying to come together in the final stages. In Agile, there are always meetings where the team meets and is communicating allowing to better handle changes to the project. Also, I like how agile breaks it down to smaller goals allowing for testing throughout to find what works during the process instead of waiting until the end of the project, possibly creating a setback. The only cons could see with the Agile methodology