While working through the SNHU Travel project, each team member on the scrum team played a significant role. Beginning with the product owner, they were vital for helping the team and customer communicate effectively as well as keeping the project well organized. This project involved the product owner discussing with clients about their needs for the polished product and assisting in making user stories for the whole scrum team. In addition, the product owner discovers the solution to any explanations required or to notify the scrum team about updates. Later on in this project, the users needed to concentrate on packages for wellness vacations and when the tester sent an email for elucidation on what exactly the user required. In conclusion, the product owner makes a plan for the client’s goal in order for the scrum team to be aware of what needs to be achieved.

The scrum master is mostly responsible for implementing scrum events. Their job is to ensure that the scrum team is following the scrum framework and processes by remaining well organized and having good teamwork and communication. In the beginning of the travel project, the scrum master keeps the scrum team together and makes the agile team charter. Furthermore, they book events such as sprint retrospective and review, sprint planning, and daily scrums. Initially, the team charter was arranged for the scrum team by the scrum master. This involved discussing todays and tomorrow’s goals of the project. The objective was to increase the size of the SNHU Travel client base to assist customers in getting hot deals for locations they would like to visit. Scrum master makes a list of the guidelines and risks of the project as well as scheduling meetings to ensure that the scrum team is discusses any progress or impediments.

The developer is also a really important role. They are responsible for making the code program for the customer. This was done while making the slideshow of the Top Five Destinations where the developer had to make the program displaying these locations and design the product uniquely. When the customer asked for a different priority of the project, the developer was in charge of making the required modifications in order to fulfill the client’s needs. The developer must ensure that the product works exactly how the customer wants it to. The tester ensured that the product made by the development team is working properly and is fulfilling the customer’s needs. If any problems occur, they must inform the development team in order to fix those issues in the next sprint. Additionally, testers also need to receive any explanations in order to complete precise tests. In the travel project, the tester contacted the product owner for help on the customer’s needs as well as any changes needed to be done. Both the tester and developer work together to develop a functional program that fulfills all needs of the user.

This approach assisted every user stories come to completion because the scrum team worked together to reach a certain goal that permitted bugs and changes. Every member plays a critical role, and it eliminates the load on one person from performing everything and being independent. Having little sprints as opposed to a linear product with the Waterfall approach can allow for updates to be done when necessary. This occurred when the product owner had the customer’s requirements after a few weeks. It was not necessary to get rid of everything completed, only make a couple of small changes. This would not have gone the right way if the agile scrum methodology wasn’t followed.

I was capable of showing my ability to communicate with the team mostly via email. While fulfilling the role as a developer, I needed to contact the product owner and tester for a clear explanation of the new project when the project was interrupted. I discussed some questions in the email for the new project and required some answers. While fulfilling the role as a tester, I had to contact the product owner about more specific detail of the user stories. I asked important questions such as “Is the list only expected to show destinations based on user’s previous destinations or their profile settings? Is there a ranking system that allows users to choose a specific type of destination over the other? Is there any way for users to pick an approach to organizing lists by kind of vacation? These emails portray my ability to successfully communicate with other members when needed.

The principles and organizational tools that lead my team to success began with the team charter, which assisted the scrum team in acknowledging the goals and priority of the product. User stories assisted the scrum team in acknowledging what the client required for the project. This allowed the developers to know what they had to have in their code and helping testers know what had to be checked in the test cases. In addition, scrum meetings gave team members the opportunity to speak one on one, which is an effective way of communication. The scrum retrospective also plays a key role in helping the team acknowledge their overall progress, impediments, or things needed to be accomplished. All these tools assist the scrum team in communicating effectively and producing a successful product.

The pros of the project helped keep the scrum team efficient by encouraging communication between team members and keeping everybody well organized. Furthermore, it lets room for updates and bugs because sprints are little sections of code. Testing during project development ensured that the product is working well. It also resulted in quick delivery and top quality product. The cons of the project are that agile did not have timing for how long something may take, which can result in passing late deadlines. Since agile requires lots of team work, it also requires a team that is consistent.