The way the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project were the product owner providing direction to the team on what will be built, which was the creating niche vacation packages for customers. prioritize what will be done and get the most out of the development team and value of the product, which was completed by changing the direction for the customer to a slideshow of the places you can visit and relax. The product owner got that information from an interview and changed the direction of the development team to better suit the customer's project. The scrum master helped create success of the SNHU Travel project by ensuring effective Product Backlog management, which was on display when we had to change the list of vacation places to relax/detox places to travel and make a slideshow for the customer. Another responsibility the scrum master did to create success was helping the development team to create high value products and remove challenges slowing the development team's progress, which was done by using the same code from the list to create the slideshow project but, the development team make a few minor changes to the existing code to meet the requiems for the customer. Also, facilitating scrum events, which was done in the SNHU Travel project by daily scrums which was a 15-minute meeting to go over, what the individuals in the team worked on yesterday? What will they work on today? What obstacles are in their way? The developer of the SNHU Travel project made the project successful by designing solid software code for the SNHU Travel project and reiterating over the code later when the requirements of the project had changed. The tester for SNHU Travel project helped to gather the acceptance criteria of the first project and the second by changing the code from a list to a slideshow with images, description, and numbering in the list and slideshow. The last role in the SNHU Travel project was the client who was successful in helping create the requirements, needs, and wants of the customers of his/her project. The customer changed the requirements from a list to a slideshow showing the numbering first and then the picture with description and

title of place, while also changing the title to relax/detox to better suit the customer they want to attract to the project.

A scrum-agile approach to the SDLC "helps each of the user stories come to completion by defining the requirements of in a language that can be easily understood by both sides of developers and users" (Charles G. Cobb., 2015). You can increment the requirements into small chunks of functionality. The user stories in a scrum- agile approach are not defined for requirements they are usually a placeholder for conversations. In a user story a back-and-forth should take place and, in user stories the acceptance criteria should already be in one to make more clearly defined results.

According to (Charles G. Cobb., 2015) "scrum-agile approach helped support project completion when the project was interrupted and changed direction by being able to reiterate over the existing code and make minor changes to the project that already existed for the customer. Scrum-agile approach helps code-refactoring by removing redundancy, removing unused functionality like the list the customer wanted first, rejuvenating obsolete designs" like the list, and improving the design of existing software, which took place in the redesign of the project by making a slideshow.

Examples of communication to my team that would allow me to communicate effectively would be openness and transparency even with bad news to manage the flow of information. To do this I would use an information radiator to be effective in this goal. Constant information would be shared throughout the project to be efficient for all team members. I would use face-to-face communication so that you can have a better back-and-forth to find requirements for the project and/or solutions. I would implement daily standups asking each team member three questions what did you complete yesterday? What will you try to complete today? What

obstacles are in your way? In this context my team members know we are object oriented to focusing on getting the project done and helping the whole team be open and honest with obstacles that are holding not just one individual back but the whole team to complete this project. The relational team concert helps the team assist with planning, tracking, and workload balancing of releases and iterations for the entire project. Daily standups help to define the requirements for the team and keep track of what has been completed, what needs to still be completed, and what obstacles are in the way. According to (Charles G. Cobb., 2015) face-to-face communication helps the team be more effective within the development team and have conversations from the placeholder of requirements from the customer. The agile management tools help the team by having the ability to fully engage all members of the team in the process. By engaging with all members of the agile team the responsibility for planning and managing the effort is distributed upon everyone in the team.

The con of the scrum-agile approach to the SNHU Travel project is that we did not recognize the risks and uncertainties that are related to the SNHU Travel project. Doing this scrum-agile approach and not understanding the risks put us at risk for managing the approach and uncertainty.

The pro of the scrum-agile approach to the SNHU Travel project is that we could easily adapt to what the client's needs and wants are. The project is broken up into smaller pieces and is given an opportunity for feedback after each increment to learn after completion. Scrum helps the adaptation by making continuous efforts to value the user and working optimally and any adjustments that are needed are made to the project according to (Charles G. Cobb., 2015). This provides transparency as the product and how the process works to make the product by the end matter to accomplish the right project for the customer.

The scrum-agile approach for the SNHU Travel project was the best way to find solutions to the project for the customer and the team. The benefit of using a scrum-agile approach users are more engaged in defining requirements, which because of agile those requirements are ordered into releases and iterations that help the value of the product according to (Charles G. Cobb., 2015). In the SNHU Travel project we had to make the first release of our project and show the customer. Then, the customer wanted a different approach to benefit the users who were looking to detox on vacation. The development team was able to use the same structure of the previous project by changing the title and images of places to detox at, fitting all the customers' requirements.

References

Charles G. Cobb. (2015). The Project Manager's Guide to Mastering Agile: Principles and Practices for an Adaptive Approach. Wiley.