The product owner was valuable in the project as they helped to define the overall goal of the project by learning what the end users wanted to be able to do as features for the project as well as making large decisions on the direction for the product. The Scrum Master helped to organize and lead the team as well as being an intermediary between the team and the product owner. The developer was the one to take the ideas presented by the Product Owner and implement them into the application. The Tester helped to make sure that all the new features implemented by the developer worked as intended and helped the developer work to fix any existing bug within the newly implemented features.

The Scrum-agile style approach to the development life cycle helped to improve the time of implementation of new features as agile allows for a much freer flowing development cycle that features were allowed to be implemented in pieces instead of all at once which also helps in the testing phase as well making it so that there are lest features to test all at once.

With the more open flow of agile style, it allowed for a complete shift in the direction of the product development. When the team had to move from the focus on the wants of the end users to having to implement the “health and wellness” vacations it wasn’t a major shift in the cycle of development as agile style allows for shifts in direction as prior projects do not need to make it through a full development cycle before new things can be worked on.

Throughout the communication with this project there was a constant string of emails helping to get everyone’s input on what to do for the assignment. This helped define the roles that everyone was to complete and what we all thought was a nice decision for the final product of the assignment.A screenshot of a computer

Description automatically generated with low confidence

The principle that helped the best to make the team successful was increased communication. The constant stream of communication made it easier to create a final product and to decide on how we were going to get to that final product. While this kind of constant and open form of communication can be achieved with any style of development it is best with an agile style as it is better structured for increased communication, creating a more collaborative work effort.

I feel that the scrum-agile approach to the development of the SNHU Travel product was a very good decision. It allowed for a much simpler development cycle as well as providing the ability to shift the direction of the current project to focus on other aspects which was very helpful when it came to the sudden change of direction with the “health and wellness” vacation addition that was introduced late into the development cycle. While it did allow for that kind of flexibility, I do feel that that level of flexibility could also be a detriment to the system. It can cause current projects to be pushed aside and possibly abandoned in favor of newer ideas and projects creating a back catalog of things to finish. Even though the Scrum-agile approach does have its downsides I do feel that it was the best choice for this team and will be the best choice for most other teams as well when it comes to the development of new projects.