**Final Project**

The scrum team has many roles. Those include the scrum master, product owner, developer and tester. Throughout the course’s project, I assumed every role.

Starting with the SNHU Travel project, ChadaTech transitioned towards applying the Agile methodology to their development cycle. As the Scrum Master, it was imperative that I followed Agile methodologies and best practices in order to ensure that the project met deadlines and requirements. This was done by facilitating daily stand-up metetings, coaching, and removing obstacles that may negatively impact the team. When there were roadblocks within the different members of the team, I encouraged members to look for solutions by performing cross-team communication. Encouraging the team to solve their problems through various communication channels allowed for tasks to be completed in a timely manner.

As the product owner, I facilitated communication between the team and the client. It was my job to communicate feature requests on behalf of the client to the scrum team. However, it was also my responsibility to communicate the Scrum team’s requests for clarification on features. This was done by approaching the client with these concerns. An example of this was during one of the sprints, the testers on the team felt the current user story was too ambiguous. In order to solve this, I took their concerns into account and communicated them to the client. The client was then able to provide clarification on what they wanted in the feature. The Scrum team (in this case the testers) were then able to adjust their approach to the clients feedback.

As the developer, my job was to build the product. This entailed managing, writing, and maintaining code. Collaboration with the product owner and team was crucial, as thanking their input gave better insight into the project's requirements. This was displayed when I developed the “Top Destinations” list. I took the input received from the team and product owner in order to build a feature that met the requests of the client.

As the tester it was my role to ensure that the software was bug free. It is also my duty to ensure that the software is of the highest quality and is ready to be shipped to users. I may also speak with the rest of the team for clarification on vague feature requirements. An example of this was when the “Wellness and Detox” feature was requested. I had to reach out to the product owner for further clarification on the user story. This allowed me to better tailor my tests.

The Scrum-Agile approach was critical in this project’s ability to complete user stories. Throughout the project, there was continuous communications between all roles in the Scrum team. When testing user-requested features, it was critical to understand exactly what the user wanted. This would ensure that the requirements for the project are met. When there was a case of having unclear requirements, testers were encouraged to reach out to the product manager or to bring up these concerns at daily stand-up.

Another example of this was the daily stand-up meeting. These meetings allowed for all concerns to be voiced. An open forum like stand-up is an excellent resource that can reinforce the goals and requirements of the project. Much like the previous example, stand-up looks to eliminate any vagueness in a project. Stand-up also is a forum for the team to provide status updates. These meetings are perhaps the driving force of user story completion.

Changing the scope or requirements of a project is an interruption that was seen in the SNHU Travel project. In week seven of the project, the requirements for the graphical user interface changed. The customers and stakeholders wanted the list to be tailored towards “wellness” and “detox” destinations. When this interruption occurred, the team regrouped and asked the product owner for more clarification on the project requirements. The product owner was then able to reach out to the customers and stakeholders in order to further clarify the requirements. In doing this, the team took the product owner’s feedback, and were able to identify what exactly needed to be modified and they were able to deliver a satisfactory product that memetet the expectations of the customers and stakeholders. Communication between the members of the Scrum-Agile team is essential in moments like this.

Throughout the lifecycle of the SNHU Travel project, there were many instances of cross-team communication and between different roles. One example was in week five of the project. As the developer, I reached out to the product owner via email to ask questions about the requirements regarding the user story dealing with the destination slideshow.

Having open communication between the different members of the Scrum team opens the door for collaboration, clarification on project requirements, and the raising of concerns. When assessing communication in a Scrum-Agile system, the most valuable asset is daily stand-up meetings. These meetings are where the bulk of communication happened between team members. Sharing updates, identifying issues, and making sure the project was on track are critical topics of discussion. Stand-up meetings were the most valuable tool in this project, as they provided team members the forum to discuss all relevant project information.

The organizational tool of choice for this project was Jira. Jira is a project management tool that allows teams to perform many functions of the development lifecycle. Some of these include product and issue tracking, managing and tracking requests, and planning product launches. The tool was very helpful during the development lifecycle of the SNHU Travel software. It allowed for team members to have a centralized hub that clearly displayed deadlines, tasks, and team members. Ultimately, this improved the team’s productivity and ability to deliver an exceptional product to the user and client.

Pros for Agile-Scrum are centered around the methodologies flexibility, communication capabilities, and faster time to market. The flexibility in the development project allows for software to be shipped quicker, as multiple teams are working on their specific area. On top of this, the team has a daily open forum of communication known as “stand-up”. These factors combined empower teams to deliver quality software at a quicker pace.

Some cons for Agile-Scrum include scope creep and high customer involvement. These two factors go hand-in-hand. Scope creep is when a project is incrementally adding a surplus of new features. This is problematic, as the team can become overwhelmed due to an excessive amount of features. High customer involvement can contribute to this if there are no boundaries set between the team and the customer.

The Scrum-Agile approach used in the SNHU Travel project was ultimately the best choice possible. The project presented many challenges and changes in requirements. The iterative and incremental process allowed the team to better handle changes to requirements and any roadblocks that may appear. The strength of Scrum-Agile is also seen in the structure a project takes on. By breaking tasks down into “sprints”, the team is encouraged to put most of, if not their entire focus into the task at hand.