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CS-250 Software Development Lifecycle

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Module 4 Journal: Tester

It is very important for the entire team to pay attention to detail and understand the project requirements. After the Project Owner creates the user stories and the development team completes their portion to create a usable prototype, the tester is the person who verifies that the project requirements are getting met with satisfactory results. They must have an eye for detail and keep an open mind toward the project requirements, such as asking questions to get a better understanding of what could be done better, or just for clarification on a user story.

The elements from the user stories that helped me create my test cases were the value statements and the acceptance criteria. The value statements allowed me, as the tester, to see exactly what the client was requesting. The acceptance criteria allowed me to understand what allowed the test to be a pass or a failure. For example, for the “Top Destination” user story I looked at the value statement to find out that they wanted to see the top five to ten destinations. I then used the acceptance criteria to understand how to know whether the development team’s work meets the user’s expectations. There was some ambiguity in some of the user stories, which allowed me to ask questions and then refine what my test cases needed to be to pass the acceptance criteria.

One of reasons a tester can successfully do their job is through their communication with the project owner. If the tester has any questions about the criteria or expectations, they can communicate with the project owner for clarification. This happened when making the test cases and the project owner sent over the slide show, giving a better idea of the format that is expected for the top destination list. It also revealed that SNHU Travel wanted to make a mobile app as well, which would create a much larger project, a significant amount of added work, and much different acceptance criteria. The info that was missing from the user stories that would have been more helpful would have been the specifics of what they wanted things to look like, such as the slide show and the mobile app. Those details were not in the user stories, but they are important details when it comes to creating a successful product. You would get this additional information by asking the project owner, and if they did not have an answer right away, they would at least be able to get in touch with the client and then pass that information down to the development team and the tester. That communication could come in the form of an email like:

To: Christy

Subject: User Story Clarification

Dear Christy,

The testing process is going very smoothly, and we are producing valuable test results. Unfortunately, the testing team has some questions regarding the clarity of the user stories. If possible, could you answer a few questions to aid us in our testing process.

1. Please provide us with more details on how the program visuals should look. The user story states that the user would like the top destinations shown to them. Would they prefer it in a list format or more like a slide show?
2. The user stories never mentioned the use of a mobile app. Since the development will be significantly different, what are the details the client wants incorporated?
3. Lastly, should the user have been given a list of options to set their preferences with, or should they have the ability to type what they want as preferences? There is a vast difference in how they both would be achieved.

We appreciate your patience and understanding and look forward to hearing your feedback. Please let me know if you have any questions.

Thank you!  
Dylan

Work Cited

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