你好，欢迎来到我的工作展示视频，在这个视频中，我将展示我做的工作以及我在这次工作中积累的一些思考。首先是我对于敏捷开发的一些思考，我认为最核心的内容就是计划，实施，测试，回顾这样的一个循环结构，在我眼里，这个结构适用于很多地方，适用于工作，适用于学习，甚至适用于成员之间的交流，我会在后文讲述在实际的工作流程中我是如何运用这一结构的。

在这次工作中，我扮演着很多角色，我担任的众多工作在某种程度上符合计划，实施，测试，回顾的循环结构。阅读用户的需求，描绘成品的大致轮廓，计划项目的开展，以及反思我的做法中是否存在纰漏，然后展开新一步的优化与升级。我首先想的两个问题是，这个产品将会是什么样子的，以及以我的能力和我队友的能力我们能做什么，一开始我是不理解的，因为我觉得这个事物对我来说太过复杂，在这时我想到了一个问题，我能从敏捷开发的模型中获得什么启示，经过我的进一步思考，我发现这个复杂的产品可以被抽象为一个极其简单的模型，类似于一个大的冲刺里面包含了几个小的冲刺的模型，我先是反复阅读用户冗长的产品需求描述，然后将它们分解成一个个用户故事，然后再将这些用户故事抽象成任务，这些内容就构成了我们第一个会议的内容，然后我又觉得这样的描述存在冗余，于是我又将他们整合起来，分成三个阶段来开展这些任务，这为我们接下来的会议开展提供了指导。

对于成员之间的协作与交流，我的看法是既要依赖对方也要相对独立。不依赖，团队将分崩离析，不独立，工作难以开展，团队无法获得成长。一些时候，我和队友会相互沟通，一些时候，我们会要求对方绝对服从，我们无法对对方彻底了解，因此这是推动工作展开的最好方法。我自认为我比队友的水平要高一点，因此我主动承担更多的计划和设计工作。

面对软件开发的技术趋势，我觉得最重要的是明确自己作为一个开发者的初心，就我而言，我的初心是给客户提供优质的服务以及给团队提供尽可能多的利益，时代发展驱使我们去学习，但我觉得我们不能背叛自己的初心，这种思想在我们编写文档时发挥了很大的影响。

感谢你的收看。

**Hello and welcome to my work showcase video, in which I will showcase my work and some of the reflections I have accumulated during this work. Firstly, some of my thoughts on agile development, the core of which I believe is the plan, do, test, review cycle, which in my eyes applies to many things, to work, learning, and even communication between members.**

**I had several roles to play in this job and the many tasks I took on somehow fit into the plan, do, test, review cycle. Reading the user's requirements, sketching the general outline of the finished product, planning the project, and reflecting on whether there were any flaws in my approach before embarking on a new step of optimization and upgrading. The first two questions I thought about were what the product would look like and what we could do with my abilities and the abilities of my teammates, which I didn't understand at first because I thought it was too complex for me, at which point I thought about the question of what I could learn from the agile development model and upon further reflection I realized that this complex product could be abstracted into I started by reading the user's lengthy product requirements descriptions over and over again, then breaking them down into user stories, then abstracting these user stories into tasks, which formed the content of our first meeting, and then I decided that there was redundancy in such descriptions, so I put them back together I then felt that this description was redundant, so I put them together again and divided them into three stages to carry out these tasks, which guided us in the development of the next meetings.**

**My view on collaboration and communication between members is that it is important to be both dependent and relatively independent. Without dependency, the team will fall apart, without independence, the work will be difficult to carry out and the team will not grow. There are times when my teammates and I communicate with each other, and there are times when we demand absolute obedience from each other and we don't know each other thoroughly, so this is the best way to move things forward. I think I'm a little more advanced than my teammates, so I take it upon myself to do more of the planning and design work.**

**In the face of technological trends in software development, I think the most important thing is to be clear about my beginnings as a developer. In my case, my beginnings are to provide a great service to my clients and to provide as much benefit as possible to my team; the times drive us to learn, but I don't think we can betray our beginnings, and this thinking plays a big part in the way we write our documentation.**

**Thank you for tuning in.**