CS - 250

Professor Mason

Billy Lewis

September 28, 2025

**4-3 Journal: Tester**

In this journal, I reflect on my role as the product tester for the SNHU Travel project and how interpreting user stories guided the development of test cases. The tester’s role is not limited to defect detection but also involves ensuring that user needs are properly translated into acceptance criteria that can be validated through testing.

**Helpful Elements of User Stories**

The most helpful elements of the user stories were the acceptance criteria. These criteria clearly outlined what the system should deliver and gave me concrete pass/fail measures for my test cases. For example, the story for the Top Five Destination List specified that each destination must display a name, a short description, and a picture. This clarity reduced ambiguity and allowed me to design tests that matched user expectations directly (Sharma et al., 2025).

**Communication with the Product Owner**

Communication with the Product Owner is critical during the development of test cases. The Product Owner helps clarify ambiguities in user stories and ensures that the tester’s understanding aligns with business needs. Without this communication, tests might validate the wrong functionality. Research emphasizes that agile teams become more effective when there is continuous collaboration between testers, developers, and the Product Owner (Moe & Dingsoyr, 2025).

**Missing Elements in the User Stories**

Some user stories lacked detail about formatting and scope. For instance, the Price Limit Filter story did not initially specify whether results should update dynamically or only after a page refresh. This missing detail created uncertainty in test design. Including more detail in acceptance criteria, such as system behavior for invalid inputs or edge cases, would have made the test cases more robust (Alzahrani et al., 2022).

**Gathering Additional Information**

To address missing information, I would use direct communication with the Product Owner and supplement it with user feedback sessions. Agile emphasizes customer collaboration, so involving stakeholders early prevents costly rework later. Modern agile testing research also suggests that exploratory testing sessions and feedback loops can uncover hidden requirements before development is complete (Sharma et al., 2025).

**Sample Email to the Product Owner**

To: Brian Doe (Product Owner)  
Subject: Clarifications Needed for User Stories  
  
Hello Brian,  
  
While developing test cases for the SNHU Travel project, I identified a few areas where additional clarification would help ensure alignment between development and testing:  
  
1. For the Top Five Destination List, should the destinations be displayed on a single page or in a slideshow format  
2. For the tabular view of travel options, would you like sortable headers such as user ratings in addition to price and location?  
3. For the Price Limit Filter, should results update dynamically as the user types, or only after pressing enter?  
  
These clarifications will allow me to finalize accurate test cases that align with your expectations. Thank you for your guidance.  
  
Best regards,  
Billy Lewis

**Conclusion**

Overall, acceptance criteria were the strongest guide for building test cases, but effective communication with the Product Owner was equally important. Where details were missing, clarifications and stakeholder engagement ensured that the tests reflected true user needs. This aligns with agile’s emphasis on collaboration and continuous delivery of value.

**References**

Alzahrani, A., Alenezi, M., & Zarour, M. (2022). Software testing from an Agile and traditional view. Procedia Computer Science, 201, 350–357. https://doi.org/10.1016/j.procs.2022.03.045  
  
Moe, N. B., & Dingsoyr, T. (2025). Understanding how agile teams reach effectiveness. Journal of Systems and Software, 208, 111803. https://doi.org/10.1016/j.jss.2024.111803  
  
Sharma, S., Singh, G., & Rakesh, K. (2025). Exploring Agile testing methodologies: A perspective from the software industry. International Journal of Software Engineering, 13(1), 22–34.