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Agile Methods and User Colleages

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CS430-T301 Software Engineering

3/24/2024

**Part 1**

Distributed development teams are made up of people in different physical locations with possibly different time zones. “The team coordinates work by using web-based forums, project management platforms, source code databases, and messaging and videoconferencing software.” Simon (2020). With the team members being located away from each other, communication becomes very important through means like methods and documentation. Some best practices of distributed development include virtual onboarding, video validation, measured meritocracy, and eliminating the grapevine. Virtual onboarding involves face-to-face video meetings and onboarding documentation that states the development standards and resources that relate to the other members of the team. Video validation is used for training and team-building activities. Measured meritocracy has timelines and shared goals among the distributed development team members. The work is distributed equally with measured productions used metrics. You can eliminate the grapevine by using different communication channels like social media or different messaging tools. Methods and documentation can clear up questions and communicate goals to other distributed development team members of the project. It is important to have a structure within the project to encourage coordination. The methods and documentation also assign tasks to different team members to be accountable for which will lead to the project getting done. Through all of these ways of planning and communicating, larger projects become more organized and manageable as a distributed development team. After learning about using methods and documentation in agile and distributed development teams, I feel more motivated to document my code thoroughly and learn how to work with other people that don’t reside in the same location as me.

**Part 2**

It is very helpful to have a customer or user involved in the development of a program, but it can also be a problem when they are too in touch with the development team and become unable to give critical feedback to the development team as their mindset changes. “Overall, the main problem of having the client closely involved with the software development team is they lose sight and awareness of their end-users, colleagues, and other stakeholders.” Kovoor (2023). Three solutions to this problem are legalizing consumer proposals with the further consumers, collect suggestions from multiple users and changing members of the team, and limit the time the user spends with the development team. Legalizing consumer proposals with further consumers is a great way to get different users’ input as they work with one another to come up with good recommendations. However, the downside of this is that it can slow the development of the project, which can add additional costs. Collecting suggestions from multiple users and changing members from the team can result in more ideas and viewpoints and keep the recommendations fresh, as the users that can’t come up with any more ideas can be replaced with another user. However, this can result in further delays and costs of the project. Finally, limiting the time of the user spent with the development team can help the user not get too involved with the development of the process and not lose sight of their goals and the needs of their colleagues. However, this can cause the user to not get all of the information that the development team is coming up with.

Sources:

Simon, B. (n.d.). Guide to Distributed Software Development. *Smartsheet*. <https://www.smartsheet.com/content/distributed-software-development#:~:text=Distributed%20Development%20Teams,-The%20distributed%20software&text=A%20distributed%20software%20development%20team,and%20messaging%20and%20videoconferencing%20software>.

Kovoor, S. (2023, March 28). *Problems of closely involving clients with the software development team*. GuidingCode. https://guidingcode.com/problem-of-clients-closely-involved-with-software-development-team/