Working in a client team I provided my insights to the developers on what I viewed as the most important parts of the project. Including a permit information page which a user is able to view necessary information, a permit starter kit for people receiving the permits, a citation design for the security officers walking through the campus and an information page about fines and related information.

As a developer I worked to openly have meetings with the rest of the members and the client team, to provide an environment in which ideas can easily be expressed. This was done by following the scrum method and choosing a scrum leader for each meeting to have someone flow the brainstorming in a certain direction. When interacting with the client team a logical approach was taken to comprehend and incorporate their goals into the projects design. The client team goals were ordered into different categories based on necessity. Specifically, I identified a few goals which were out of our reach for release 1 and 2, mainly the inclusion of an online payment system which would require a level of encryption and other safety protocols out of the scope of the project.

Some members of the group tend to get intimidated by conversations and end up not providing to the conversations, this can be countered by inquiring their opinions when brainstorming and listening to what they have to say. In other instances, the group can get sidetracked by ideas or enhancements that exceed our scope, so to reduce this I can simply redirect the conversation to a topic that is more in line with our goals.

I helped with all user stories and in particular had a heavy influence on the student user stories and wrote all the acceptance criteria for those stories. As a team we all came up with prioritization for the user stories and standardized the results to an average which are the final user story points. I wrote the release plan with the teams help, in particular Release 1-3 I heavily influenced the features and associated user stories.

For the client related user stories and features we gave feedback during lessons about which features were most valuable, using, must, should, could, and won’t (M, S, C, W) to prioritize the features we wanted to see as a client team.

In moving forward to assist our team’s productivity and effectiveness, I can help by, keeping team meetings on track while asking for each member’s opinions on topics and to try to play devil’s advocate to view problems from a different point of view.