User Story Interpretation for Test Cases

Module 4 – Journal #3 - Product Tester

Jaden B. Knutson – 11/18/23 – 6:54 PM

**1. What elements of the user stories were the most helpful in developing your initial test cases?**

Many elements of the user stories were crucial in developing my test cases. The most helpful aspects of the user stories in developing the test cases were the descriptions of the features that users desired within the program. Understanding the actions and features desired is crucial for producing a user-centric program that meets their expectations. These user desires give a clear direction for specific functionalities that need to be implemented and tested, ensuring that the development and testing efforts are focused and effective. Additionally, the user stories provided a clear picture of the end goals of the users, which was important in shaping the expected outcomes for each test case. By understanding what the users aimed to achieve and for what reason, I was able to design test cases that not only checked for functionality but also for the value delivered to the users. Furthermore, the acceptance criteria created within the user stories served as a guide for outlining the necessary steps and objectives to be met in the test cases. This component was essential in ensuring that all the test cases aligned with what was envisioned as a successful interaction with the program for the end user.

**2. What was missing from the user stories that would have been helpful?**

While the user stories helped establish the framework for the test cases, there were areas where additional details could have provided a deeper understanding of the end goals. One area that could've used more information would be the user interface. Knowing the user's and stakeholder’s expectations about the user interface could be invaluable for ensuring stakeholders and users are satisfied with the end result. Knowing the exact placement of elements, possible user interactions, and other factors is important for more precise planning and testing. Also, depending on preference and interpretation, the UI could come out very differently depending on who creates it. Accessibility considerations were also not explicitly mentioned, which could be helpful to ensure the application is relevant to all users, including those with disabilities. UI could take disabilities into concern, such as integration for blind/deaf people along with color corrections for color-blind people. Additionally, details on error handling and system behavior under exceptional conditions would have helped design negative test case scenarios. Understanding these aspects is crucial for ensuring user satisfaction. Overall, along with the additional details added this week about the slideshow style, more details would provide for a greater end result.

**3. How might you go about getting this additional information?**

To get the additional information I need, I would enact various strategies. I would start out by reviewing the documentation that has been provided and created so far. The interview scenario that I based my user stories on is a valuable resource to look back on. From there, I can narrow down my questions and make sure they have yet to be answered in some form. I could then reach out to the product owner requesting greater detail about the UI design and business logic that goes into the functionalities described within the user stories. Having someone reach out to the stakeholders to obtain their views on the UI could be incredibly beneficial in ensuring they are satisfied with the end result. Establishing a form of connection with the users to receive feedback on UI decisions could be helpful. Obtaining user's ideas and assumptions about the UI would help provide a user-centric foundation for the look and feel of the program. Whether or not it's different UI placements, different implementations of destination filters, or other aspects, this information could be valuable to create an efficient, usable end result. A meeting could be set up to further discuss UI specifics and further implementation of features, along with feedback loops to incorporate the user feedback. Additionally, details involving error handling and negative test cases could be obtained.

**4. Create sample email that effectively relates to your needs and prompt a proper response.**

**Subject:** Additional Information Request to Enhance Test Case Development

Dear Product Owner Christy,

I hope you are having a good week. As we dive deeper into the user/test cases and implementation of future features, more questions have come to the surface. To enhance our frameworks and testing efficiency, gaining specifics from you, stakeholders, or users could be valuable to ensure our end results meet all requirements and expectations. Let's arrange a time to discuss the following aspects in more detail.

**1. UI Design Specifics:**

Additional UI information via descriptions or mockups could be important to get the exact look and additional features desired for an optimal user experience.

**2. Accessibility Features:**

Additional information or guidelines detailing how the application should cater to users with disabilities could help integrate the needs of various types of users.

**3. Error Handling Protocols:**

Additional information revolving around the behaviors expected from the system when encountering errors or unexpected user inputs can help with testing, ensuring proper end results in all scenarios.

These details are important in building an efficient testing environment that ensures functionality and usability for all users. I look forward to your guidance and additional information.

Thank you, Christy,

From: Jaden B. Knutson

Position: Tester