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CS-250: Software Development Lifecycle

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

Personally, I found the initial short comings of our project as the most pertinent as well as understanding the ideal version of their ideas and thinking about how we can do that can give us better areas to focus on, another thing this does is allow us to find any deficiencies in our software.

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

Things that would be more useful is how exactly our software would do the searching for this criteria such as the price limit, vacation type, and the destination list. These were not very well laid out on how these would be accomplished more just the final result of these actions.

How might you go about getting this additional information?

Based on what the things I identified, we have two options on what to focus on we can either go back to our customers for more in depth information or we can ask the team that would develop these features on how they would expect to accomplish these things and what could be improved according to them.

Create a sample email that would effectively relate your needs and prompt a proper response. Be sure to identify the recipient of the communication and the specific information you expect to receive.

My sample email would look like:

Good (Morning/Afternoon/Evening)

I am currently working and trying to test the SNHU travel booking software and there seems to be some information that I don’t have, specifically I would like to know in your own words how we would go about making some of the ideas our customers have given us mainly I’m focusing on how our software will search for travel destinations based off the type of vacation. With the current information given by the user stories I do not have enough information to make any properly working test cases.

R/S  
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