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CS-250: Software Development Lifecycle

What is useful when engaging with users or stakeholders?

Some things that I feel are useful while talking with users or stakeholders are:

Being able to communicate your ideas effectively while also being able to accept honest criticism without feeling personally attacked by it, taking responsibility for things that are your fault even if it makes you look bad, being adaptable to a situation, and, patience most importantly. Things that help to boost this are understanding the requirements for the project and understanding and accepting the new domain of knowledge.

How will user stories be helpful to the Scrum Team?

User stories present a powerful tool for all of those in the development process as it helps to capture the ideal function of the software from someone else’s perspective that is not in the project, what this helps with is to simplify the development process and also allows the development team to view and give an idea to the user how their idea could look like and how they could make it better with more information.

How did the interviews/user meetings help in writing these user stories?

These stories help to gather the ideal version of the software in the simplest of ways and allow a better understanding of what the user or the customer may want as it pertains to the development process and allows the team to focus on the things that the users want as opposed to something that may have gotten misconstrued from the original intent down to the person writing the code for it.