Journal 4: The Tester and Cases

Since the development of the test cases is an important part of making a new product or experience, it makes sense that the user stories should be clear and easy to follow.

These were the user stories that were submitted for this project: easy to follow without being too detailed or wordy, allowing teams to be more creative and innovative. Users sometimes struggle to articulate precisely what they want to see; Some people can get caught up in the idea that something "looks better" or "is different," but they aren't sure what that means. When Nick stated that he "liked to have top destinations listed" for him during the initial conversation between the users and the product owner, I could see this developing into a pattern. This was a good beginning, but it was very vague. However, having the focus groups talk together made it easier to develop this concept into a "final product.” As the users talked about all the features they wanted, they were able to share ideas and narrow down what they wanted, which ultimately helped the team create test cases for their stories that were more focused.

However, seeing a representation of what a user envisions would assist the team in developing a feature that the users really want because not everyone is a visual person. Portraying a "main five objective rundown" is a decent beginning, yet understanding what the client desires, would be more beneficial. The developer, who may or may not have an eye for design, is largely in charge of the list's design at this point.

Before arriving at a final design that pleases everyone, this may necessitate multiple iterations and user tests. I would have worked more with the initial focus group to get this information, asking them to try to describe what they think of when they think of a list (or whatever other feature is on the agenda). Even though not everyone can draw or design, developers can get a head start on creating a good user experience by starting with a rough sketch. Similarly, a second focus group that showcases potential designs would be a good way to narrow down the desired features' appearance and feel.