It is always useful to engage with stakeholders because it shows active listening, paying attention to what they want, what their concerns are and understanding their prospective. This gives clear communication with them and expresses our ideas and the objectives that we have clearly and concisely. We use this clear communication to free language and avoid confusion and provide real time need to know information as it becomes needed. It is useful to be transparent with them, if we share the information openly, like projects, deadlines, updates, and challenges this shows honesty and trust. Trust can be done by doing these things and coming through with our promises and constant action taking as needed. Give them access and feedback. Follow-up after meetings and show them they are appreciated. These are all useful tools when we engage with the stakeholders.

User stories will help the team collaborate and decide what the best things are to start with and to prioritize. User stories can show us the frustrations that the users are having because they are in a space place to share this information. This information is vital to a scrum team because they can collaborate on what they are going to do and in the 15-minute meetings allow the team to know what is going right or wrong and discuss their challenges. This will give them team motivated feedback and ideas either if the product is coming along good and need no improvements. They can focus on the customer, they can prioritize, come up with estimations to complete the work, they can break the development process down in smaller units. Flexibility, testability, traceability feedback, visibility, and great communication. This is what scrum is all about.

Really difficult, there was no structure to the conversation, they bounced off each other and made understanding each thing difficult. It was almost like a run on sentence of things they want and why but overall felt that there wasn’t a lot to go with. After trying to do the template I learned that I have no depth perception and that I am a very literal person. When I write I write based on what I see and that is; this, that, and this and then I write word for word what they say, why they would say it and plug in some logical reasoning and criteria. This was hard for me because I could fit this conversation into one overall program fix. I wanted to write the same criteria’s over and over as they all seemed to align in one way or another.

Since this is a Journal entry, I will say the most frustrating thing for me was the view list. When I started to code and comment I really did not find this hard at all, infact I really thought I would be done in no time. When I started, I got the images very fast, followed the text on how to make the edits and that was difficult but then I had to resize the images. When doing so it turns them from a .jpg to a .jpeg. This was fine but for two hours I didn’t see one of them was not a .jpeg and was rather a .jpg and I couldn’t move any further. Then I fixed it and was all set. However, when I saved the images into the resource folder in the code, the images would not appear in the eclipse side and wouldn’t run. For whatever reason I dragged the images from the DESKTOP SCREEN and moved them in and deleted the screen images.

When exporting to a .jar the thing about had a heart attack, tossing errors left and right and there was nothing more I could do, I put the images on the desktop from trash and could export but the .jar wouldn’t open. After trying to troubleshoot and restart everything 3 times causing corrupt files and a laundry list of issue I had help from a friend that showed me how to create new work station (avoid the corrupt files) and the showed me that I had to drag the images from the resource folder where I had saved them, drop them in the resource folder on eclipse and THEN the images reappeared in the folder and the .jar was Exported and able to run. However, this took me nearly 4 hours to figure out including resizing the images. I thought I would share me week with you.