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As a developer, I would request that the Product Owner and Tester to be as clear and explicit as possible with their requests. If the Product Owner can explain what they want and how it should behave, then the Tester can break that down into separate prate to be tested for, which leads to a list of functionalities for me to program or code. In their explanations of what the requirements and tests are, I am not looking for them to spell out the how to write the code, but rather the how they want the product to look or function, like whether they want a button, slider, or pull down list for a list of choices, as an example. As a developer, it’s both the overall functionality and the details of what the product should look like and how it should function that are my main concern, so the level of detail in the “important parts” should be higher than in the less important parts. If the order of a list is important specify it should be ordered by x criteria, otherwise I will chose a way to organize it, that may not align with the Product Owners intention. Or the order of a list may not matter, so long as it is consistent across the product. Again, the answer to the this is that clear, concise, and open communication is key. The Product Owner and the Tester should not be afraid to state what the are looking for, even if it seems silly or outrageous. In the case of the Product Owner, just because they may not have the technical language to express what they want to a developer, by describing what they are looking to have, a developer can interpret that to technical specs and functionalities.

To ensure I get a response to any of my requests I would do one of several things depending on the importance of the item I am addressing. For a low level of importance request I would seek out the proper person, by phone or face to face, and have a discussion with them, informally and ask my questions and take notes on their responses, and integrate that new information with whatever the intended task was. For a mid level importance request I would call or email, with a request to meet, with a summary of what I need to discuss so they can be prepared. During the meeting I would again take notes and integrate the new information as necessary. And for high importance issues, I would definitely email a request to meet with the relevant details, have the meeting, and send a follow-up email outlining what we discussed and what my intended solutions will be, to check for clarity and to assure we are all on the same page. I am a big fan office to face meetings, and I like to let every one know ahead of time what I plan on bringing up, so they can be prepared to answer the main question and any followup questions. I dislike being invited to a meeting without any idea of what I should prepare for, because it means I need to prepare for everything possible, and that leads to wasted time that could be better spent on useful tasks.

By being better able to communicate and only working in short time boxed periods, Agile methodology allows me as a developer to be able to respond to the changes in client needs for the product. In an article it stated that Agile allowed for a team to be 37% faster and 16% more productive. (Gumaste, 2019) From everything I have leaned about Agile, the goal is to produce a better product faster. And by producing working software at the end of each sprint, that meets the “definition of done”, and works as intended, that is an achievement. A significant part of the Agile mindset is to maintain a sustainable pace, which I understand to mean that the team works at a pace “that is sustainable for an indefinite period of time.”(*What Is a Sustainable Pace? | Agile Alliance*, 2015) In other words the amount of work done by the team is accomplished in a regular work week, without overtime, late nights, and weekends. This part of the approach will keep burnout and team member turnover to a minimum, which I think will lead to more productive and efficient teamwork, and teams that function at a higher level. All in all, the Agile approach allows a developer to be responsive to the ever changing needs, wants, and desires of the Product Owner and therefore the changing requirements of the Tester. When the Product Owner changes an item on their list, it trips off a cascade of changes throughout the team and the process, but it is what the team is built to handle and expects. I am certain that there will be changes to what I am developing, and by knowing that to be the case, and being involved I the process to define, refine and execute this changes empowers me as a developer to produce code that satisfies the tests and hopefully matrices the vision of the Product Owner.

References

Gumaste, P. (2019, September 5). *What makes agile so flexible?*. Whizlabs Blog. https://www.whizlabs.com/blog/flexibility-of-agile/

*What is a Sustainable Pace? | Agile Alliance*. (2015, December 17). Www.agilealliance.org. https://www.agilealliance.org/glossary/sustainable-pace/

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