

Dear My System Engineers,

The year is 2023, and waterfall or slower agile methods of cycle development are no longer relevant, which you should know very well. Our software is no longer distributed by disc or by any physical media. We can patch our work anytime, even after distribution. This naturally incentivizes faster cycles of development and adaptability. Y'all have been working in this industry for years, some of you decades, and hopefully the fact you're still employed with our company means that you're talented and adaptable individuals to start with. However, I realize you might have an ongoing concern that fast development cycles such as Scrum, which give a lot of power to programmers, have rendered your jobs irrelevant. This could not be further from the truth, so let me remind you how you can be a top contributor to our scrum project as a requirements engineer or designer.

Your most obvious contribution to whatever project you're on—before coding has started—is the user stories you write for our software team, which give our coders an important indication of what their end goal should be. While coding, it can become easy to get lost in details and features. User stories are very useful because they are not features but are explanations from a customer's perspective. This is an invaluable perspective to have on our team, and it's what makes a requirements engineer such as yourself so useful to our team. Plus, you still write requirements as you would in a more traditional cycle of development, you'll just have to wait for input from our coders and testers as well to dictate them. So in reality, your traditional role is still 100% necessary, you'll just have to understand that Scrum democratizes this process and makes it so that requirements take longer to finalize and receive input from every sub-team.

Nevertheless, we do acknowledge that your dedicated task as a requirements designer, that is creating requirements and user stories, are less time-intensive on the whole in a Scrum cycle than other stages, such as testing and coding. Remember that in Scrum, as opposed to a sequential development cycle such as waterfall, that Requirements are not highly detailed and definitive but are made simple and flexible. Often times a new requirement will have to be implemented during coding and testing, and PBIs (product backlog items) which will have to be continually refined during development. Still though, because Requirements depend on the often more laborious and time-consuming coding stage, it's possible for a Requirements engineer to be left with little or no work for some periods of time. To maximize your contributions to the team, remember that in a Scrum model of software development, team members regardless of sub-team can work on any task during a sprint cycle. Because your development stage will generally take less time, you can and should pick up other tasks during a sprint cycle. Don't panic though if your software skills are kind of rusty, testing is an essential stage of development that in Scrum happens concurrently with coding, and as a requirements engineer, you'll be very apt for the testing team due to your knowledge of the software's end goal. If you do have to brush off your coding skills, you can always use online resources such as [Geeks4Geeks](#) or [Stack Overflow](#) to get back in the swing of things.

Remember that at this company you are, at the end of the day, a member of a team, so don't be frightened if out of necessity you have to ask a colleague in a different sub-team for input on requirements, or for advice should you pick up a side-task in their field out of necessity. In scrum, every engineer regardless of specialty is a team player who supports each other. Never be afraid to reach out to a fellow team member or myself if you need help with updating a requirement or catching up on an additional to-do item for another sub-team during sprint.

Thank You so much for reading, and I hope to continue seeing great work from all of you!

Your supervisor,

~~Jeremy Adler Bernstein~~