Final Project 7-1: Software Design and Engineering Narrative

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The artifact that I selected for this stage is the Week 7 Final Project Summary and Reflection from CS-320: Software Testing, Automation & Quality Assurance. This artifact was created in October 2019 during term 19EW1 and is an explanation of the testing process I created during this course, struggles I ran into while creating the test, and a reflection on why testing is important to software development. The Final Project Summary and Reflection artifact demonstrates the important aspect of testing and quality assurance when preparing a software product for launch.

The reason why I selected this artifact for this milestone is because software testing is an important part of the design and engineering of a new software product. This artifact illustrates how the testing plans are generally created prior to the software design to outline the requirements that need to be met by the software itself. In this artifact, the summary section illustrates my abilities in software development as it shows I understand the importance of testing a product prior to releasing it onto the market. This artifact was improved by providing an explanation for how important quality testing is when building a software product to ensure the project is coded securely and effectively, and it also explains when and how testing should take place during the development and design phase.

I feel like I did meet the course objectives planned in week one of this course to enhancing this product. After reviewing this product, it seemed like most everything was already present, but some minor tweaks were performed to polish this product even more.

While I was improving this artifact, I learned there are many reasons why testing is important to software design and engineering. This testing creates the backbone for what we expect the product to do. Furthermore, testing is performed throughout development to ensure the product is meeting the expectations to prevent massive amounts of rewrites to correct issue along the way, and also to ensure the product design can be readjusted if need be to ensure the product is created efficiently and effectively. The challenges I faced was deciding where in this artifact to make the changes so that the artifact still flows well without visibly noticing that there was a change made well after the artifact was created.