# CS-250 5-3 Assignment: Developer

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As a developer for a project, requests would be needed from both the Product Owner and test. For the Product Owner user stories would need to be required. These stories would need to be clear, well-defined, and include success metric to ensure the development meets the needs being outlined in the stories. When working on the stories it is important for any bugs or issues to be addressed first to prevent any delays or further issues when developing the code any further. For the tester it is important to have access to the tester’s test cases and scenarios. This will help when developing the features and to make sure the features are on parity to the testers test cases. Communication is important when working with the tester to better understand the expected behavior and outcome on the test cases.

To ensure responses from both teams it is important to set clear deadlines for feedback and for clarifications. Without giving a clear deadline, the teams may not respond back in time to your requests. Utilizing communication tools is also important such as Outlook, Teams, Jira, or Slack. Having a place to communicate and leave a message trail is important. As some teams may be busy working on other tasks having a communication outlet such as Slack for example may be the best way to receive a response from other teams. Finally scheduling meetings to address any issues, blockers, or other requests may be necessary. This will give an outlet to address any topics and receive real time feedback.

Following the Agile methodology can allow the user to be more flexible when developing the product. By encouraging iterative development for example can help incorporate smaller development cycles and this can reduce any risks along the way. Promoting collaboration with the team can also help with communication and promoting stronger teams. Finally allowing any prioritization adjustments can help with changing business needs without stopping or halting any project development.

My email to the Product Owner and tester:

To: [Product.Owner@example.com](mailto:Product.Owner@example.com); [Testing.Team@example.com](mailto:Testing.Team@example.com)

CC: [Internal.Team@example.com](mailto:Internal.Team@example.com); [Internal.Jira@example.com](mailto:Internal.Jira@example.com)

Hello Team,

Developing on the next phase I have some questions that I need clarified before progressing any further. I will need these answers as soon as you can to prevent any further delays.

To the Product Owner:

1. Reviewing the stories that were forwarded over I had questions on the features being implemented for the slide show in the SNHU Travel application. Will the slide show functionality also be part of the mobile application or just the web application?
2. As this request came in recently are there any other further changes that need to be looked into or the development team will need to be aware of?

To the Tester:

1. Do you have any test use cases for the slide show functionality under certain conditions such as lower resolution screens, other OS’s, or different web browsers?
2. If so, do you have any test results of these test use cases that I can go over?

If possible, can you please give me an update by the end of the work week so that I can have everything ready by Monday morning. Thank you for your time and I am looking forward to your response.

Joshua Williamson

Development Team

Citations

State of Agile Report

<https://stateofagile.com/>

Schwaber, K., & Sutherland, J. (2020).

The Scrum Guide: The Definitive Guide to Scrum: The Rules of the Game.

https://scrumguides.org/