Kem Chan

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Journal 4: Tester

The test case development is a critical stage in the creation of any new product or experience, this only makes sense that the user’s stories make sense and is easy to follow. The submitted user stories is a good example of this, easy to follow and not overwhelming in details which gave a level of creativity and innovation within the team. Sometimes the user’s have a hard time articulating what exactly they want to see, while others can be hung up on the notion of something “looking better” or “being different” but does not know how to explain it in depth. This can be a good starting point between users and the product owner to establish a common ground and bouncing off each other’s ideas “liked to have the destinations listed” when Nick asked. This was a good start even though it was vague, it provided a starting point of how things within in the project should be. Having a focus group brainstorming together will help produce this idea into a project that can be developed. Referring to what the users were discussing all of the features that they would like to see, were again able to bounce ideas off each other to help narrow down the necessary needs to ultimately help the team develop more focused test cases for their stories.

However, not everyone is a visual person though but being able to see the representation for what the user envisions would help the team develop a feature which would only display what is needed. Describing the “top five destinations list” is a good start but being able to understand what the customer would like will help have the list look more like a list in the end. The design of the list is up to the developer who might or might not be able to envision what the user would want. This could lead to multiple iterations and user tests before concluding on a final design that everyone can be on board with. To gather this information working with the original design team would be essential to visualize when they picture a list or other necessary features. On the other hand, while there are some team members who are not able to draw or design some developers can instead work on creating solid user experience. Having another focus group that shows potential designs would be a good alternative to reduce the time spent on creating look and feel of desired features.

**Sample Email Conversation**

Email:

To: Christy

Subject: User Stoey Design Ideas

Dear Christy,

In developing the test cases for the user stories submitted, there are some questions regarding the overall design in terms of the features. Attached to this email are several ideas the team collectively thinks would like, and was hoping you could assist us and narrow down the options to one that would work towards developing. The team is currently developing a core engine that could be modified to fit into any designs as necessary. There is still some time before the next meeting which we would appreciate if you let us know your response before then.

Thanks!

Kem

Email

To: Kem

Subject Re: User Story Design Ideas

Dear Kem,

Thank you for the questions and attached designs, they all look great making it difficult to decide. However, based off of the focus of the group and what was discussed, it would be beneficial for your team to go with “Design Model #2”. Since it is the closest to what the current market is showing as well as what is popular amongst our targeted demographic of users. If there are any other questions feel free to reach out. Can’t wait to see the final product!

Christy