5-3 Journal: Developer

CS 250

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This week I was able to take on the role of developer in the Agile work group. I learned that in this role, while many others need to be adaptable to change, the developer needs to be particularly so. Change can happen quickly and abruptly within the development environment and we need to be respectful of that. Sometimes, entire projects can be scrapped to start fresh!

It’s important to ensure that there is an open line of communication between the developers and the product owners and testers. Requests may need to be made. For example, you may talk to the product owner about what code can be re-used when changes are made and what needs to go. Ensure that is clear between the two of you. You may also wish to collaborate with the testers to ensure that the proper test conditions are met for your new code.

In order to get the responses needed to move forward you’ll need to be sure that you stay engaged with everyone necessary. This can be done during your daily scrum sessions.

Agile allows us to be more flexible when changes are made in comparison to something like the Waterfall method because it is iterative. So, when a change is introduced, the chances that the team has spent a large amount of time on features that will then be scrapped is lower. It also allows for more flexible testing since the code is tested concurrently with development.