\*\*\*Add Example Email sent as a Developer to ask questions\*\*\*

CS-250: Software Development Lifecycle

CS Journal: Developer

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There are several names for the developer, i.e. software developer, computer programmer, software engineer, etc. In the Agile Development playbook, the developer is defined as:

* Taking responsibility for estimating, planning, and managing all of his/her own tasks and reporting on progress.  This role is essentially what a project manager might do on a very small scale.
* Collaborating closely with all the other members of the team to take shared responsibility for the overall efforts that the team has committed to.  This role is also similar to what a project manager might do but rather than being done by a single person with the title of “Project Manager”, the responsibility is distributed among all members of the team.
* Taking responsibility for the quality of the software the developer produces.  Instead of turning over some code to a separate and independent group for testing, the team, as a whole, takes responsibility for the quality of the work they produce.  A developer may or may not do the testing himself/herself, but the key point is that the quality of the code is not someone else’s responsibility.
* Interacting with users as necessary to clarify requirements.  Developers will typically not be given a well-defined set of requirements.  More often, the developer will get some general user stories that are intended to be a “placeholder for conversation” and the developer will be expected to interact with the Product Owner and users as necessary to better define what is needed.  This is essentially equivalent to a Business Analyst role on a very small scale. (ChuckC3 2016)

During this module we were tasked to make a last-minute major change in the direction of the company, SNHU Travel. The company decided to jump into a new growing trend and offer detox/wellness vacation packages. As the developer, who had already spent several hours writing the program to function as required for the previous ideas and conversations, new questions arose. Do we scrap everything and start fresh? What is the client specifically wanting with this new idea? Fortunately, these questions were quickly answer by the product manager. The client liked the program so far and only wanted to change the vacation packages. Therefore, the developer had to make minimal changes to incorporate the new company vision.

On this lesson, after determining that the only thing that truly needed to be changed was the vacation packages themselves, no further inquires would be needed to the product owner or tester. However, if functional parts of the program needed to change, I would request the Tester incorporate a new list of tests for the new functions. This would help the developer think of ways to implement the functions or add additional features to the function that may not have been thought of.

To ensure that I had the appropriate information to move forward, I would have the product owner supply me with a new or revised user story with the new functions in it. This would help when the developer or tester go to start their parts of the project, ensuring all the new aspects were conveyed. Through the Agile process there are opportunities to check and recheck areas even inside the sprint. With multiple eyes looking from different perspectives throughout the sprint and the project, each functionality is sure to have potential ideas thrown into the mix ultimately to achieve the goal of a finished well-shaped program. However, these different perspectives allow for new ideas along the way the way that one person may not have thought of. This also allows for failure to happen and not hinder production. A team that shows can fail fast but recover to a working product is a team that is on the leading edge.

As a developer the functioning program relies on your code and your knowledge to make the program work as intended. However, the Agile method takes a lot of the burden off the developer themselves to come up with all of the ideas, tests, and stories to allow for a functioning product to be presented to the client in a faster time frame, while still allowing for expansion and thought-provoking ideas to be generated, whether they pass or fail.

**References**

* Chuckc3. (2016, May 24). Agile Project Management Training. Retrieved from https://managedagile.com/what-does-it-mean-to-be-an-agile-developer/