

# Quality Assurance Plan

## 1. Software Development Lifecycle

For our project, we use the Agile methodology and the team decided to run about 4 Sprints of 14 working days each. SCRUM is a software development method that teams use to complete specific products faster. Break each section of your project into smaller parts that can be completed in less time. term. SCRUM performs the following roles:

(a) **SCRUM Master** - A SCRUM Master is an expert who leads a team on a specific project. It uses an agile methodology. He/she also promotes communication and collaboration.

(b) **Product Owner** - Product owners help maximize the value of the products created, development Team. He focuses on anticipating clients and prioritizing what's important. Necessity and evaluation of the progress of each sprint.

(c) The development team is a major entity in the SCRUM process. From conception to deployment it is responsible for the entire process.

### ***Why SCRUM?***

- I. It helps to create smaller development cycles and can adapt to changes.
- II. It helps in faster testing and validation.
- III. It focuses on creating deliverables rather than extensive documentation.
- IV. The customer will have a testable subsystem in their environment at the end of each iteration.

## 2. Description of the proposal

This project is based on the multiverse, we will be developing an AR game that helps people to connect with other people, help people in performing physical activities by staying at home. The name of the game is Fireball and it can be played in single-player, multiplayer, local multiplayer modes. The main task would be to dodge the fireballs, the difficulty of the game will increase as the game time increases. The players can compete with other players in split screens and to do that they will have to collect coins.

### 3. Roles Of Team members

Name	Roles
Rohan	Scrum Master/ Product Owner
Manak	Object/ models designer
Aishwarya	Tester
Aneerban	Developer
Rakshana	Developer
Aniruddh	Developer / R&D

### 4. Regulation Tools

Jira  
Github  
Microsoft Teams  
Microsoft Project professional

### 5. Risk Analysis

(i) The knowledge of object detection is very crucial for our project, all the team members have less experience in that place, so it will be necessary to tackle this problem and reduce the risks.

(ii) It happens many times that between the sprint a customer has new requirements which were previously not part of the deliverables, in that case, the team will have to set up a meeting with the customer and discuss the functionalities and in what time it could be delivered.

### 6. Communication Processes

The main source of communicating with the team will be microsoft teams channel. Daily 10-15 minutes meeting will be held to discuss the progress in the sprint, and if anyone is facing any issues.

### 7. Review Procedures

The code or the models or any documentation for the project that will be made, will be reviewed by atleast two members of the team before merging it in the Github repository. The two people could be volunteers or could be

assigned by the person who is committing to the repo, if any problem is found out during the review, it would be taken back.