Kanban Board Project Week 32 Deliverables

Timeline: March 31 - April 4, 2025

Objective:

With the demo now scheduled for April 12, the focus this week is on stabilizing the product, reinforcing backend-frontend sync, validating core workflows, and finalizing the project's readiness for User Acceptance Testing (UAT). Ensure high product quality through bug resolution, user feedback incorporation, and UI/UX optimization.

Backend Team Deliverables

March 31 - April 1: Post-Completion Stabilization

- Conduct regression testing on all core API endpoints to ensure no breakage post-final implementation.
- Monitor logs for runtime issues and performance anomalies.
- Refactor API responses for better frontend compatibility and data normalization.
 Optimize query performance for heavy-load endpoints and validate with test data sets.

April 2: Security & Compliance Review

- Re-evaluate data security measures (input sanitization, token validation, permissions).
- Perform manual validation against OWASP Top 10 vulnerabilities checklist.
 Conduct code-level audit and verify encryption practices for sensitive data.

April 3: Backend QA Handoff

- Finalize and hand over QA checklist to the internal QA team.
 Coordinate with frontend to troubleshoot any lingering integration issues.
- Ensure all backend endpoints are documented in Postman/Swagger for testing.

April 4: Backend Freeze for Demo Preparation

- Lock down codebase for the feature branch unless critical bug fixes are required.
- Prepare deployment notes and environment variables for staging demo environment.
- Join full-team walkthrough for end-to-end verification.

Frontend Team Deliverables

March 31 – April 1: Refinement and Stabilization

- Review and resolve all frontend bugs from the previous QA cycle.
- Implement final UI/UX revisions received from the design team.
- Improve mobile responsiveness and ensure cross-browser compatibility.

April 2: End-to-End Workflow Validation

- Validate core user journeys (task creation, drag-and-drop, board management) in staging.
- Monitor API response handling and render accuracy across all modules.
- Optimize front-end bundle size and performance (lazy loading, minification).

April 3: UAT Checklist Completion

- Finalize frontend checklist for UAT readiness.
- Work with backend to validate data sync and real-time updates (e.g., WebSocket polling or long-polling, if implemented).
- Finalize visual polish including micro-animations and transitions.

April 4: Demo Staging

- Deploy the frontend to the demo environment.
- Conduct dry-run walkthrough of the demo script.
- Ensure UI consistency across all screen sizes and interactions.

UI/UX Team Deliverables

March 31 - April 1: Final Visual Tweaks

- Share high-fidelity updates based on internal usability testing feedback.
- Audit UI for contrast ratio, spacing consistency, and type hierarchy.
- Provide responsive guidelines and microinteraction specs.

April 2: Cross-Functional Sync

- Work directly with frontend engineers to ensure style fidelity.
- Participate in integration testing to verify applied UI matches design intent.
- Deliver any missing icons/assets in optimized formats (SVG/PNG/WebP).

April 3: Accessibility & Compliance Audit

- Conduct accessibility audit (WCAG 2.1 AA compliance check).
- Validate ARIA attributes and keyboard navigation.
- Generate visual QA checklist for final walkthrough.

April 4: Demo Visual QA

- Participate in the final staging environment review.
- Provide visual QA feedback and sign-off for UI integrity.
- Support frontend team with design alignment during dry-run.

General & Cross-Team Deliverables

- Daily: Log all tasks and hours on Clockify.
- April 1, 2025: Team Sync-up to align progress, surface blockers, and coordinate integration needs.
- April 3, 2025: Internal QA kickoff all teams participate in integrated testing sessions.
- **April 4, 2025**: **Retrospective** Analyze this sprint's performance, note blockers, and finalize prep plan for the April 12 demo.
- **GitHub**: Ensure 100% commits with meaningful messages, proper documentation, and updated README/config files.