

Bug Tracking System

‘Catch bug fast, Deliver Quality Faster’



~ Presented by TEAM D-Buggers

Team D-Buggers

"Meet the D-Buggers— Elite squad of code detectives, dedicated to hunting down bugs and delivering flawless solutions!"

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We Plan and Execute Together as a Team D-Buggers



Project Objective

The objective of a bug tracking system is to help organizations efficiently manage and track software bugs or issues throughout the development process. It allows teams to report, assign, prioritize, and monitor the resolution of bugs, ensuring that software quality is maintained and issues are addressed in a timely manner. The system facilitates communication among team members and provides a centralized database of all known bugs, making it easier to manage and resolve them effectively.

PROJECT SCOPE

1. User Roles & Permissions
2. Bug Tracking
3. Bug Reporting
4. Collaboration Tools
5. User Interface
6. Dashboard & Analysis
7. Power Apps Integration



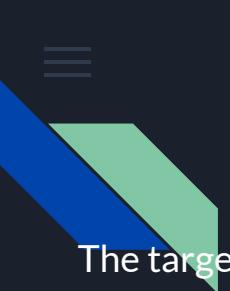


USER ROLES AND PERMISSIONS

PROJECT MANAGER- Info Related to Bug is raised to PM.

TESTER- Going to Test and Raise Bugs.

DEVELOPER- Bugs get assigned to this person and after resolving developer closes bug.



Target Audience

The target audience of a bug tracking system typically includes:

1. Software Developers: They use the system to track and resolve bugs in the codebase.
2. Quality Assurance (QA) Teams: QA professionals report and monitor bugs found during testing.
3. Project Managers: They oversee the bug resolution process, track progress, and ensure timely delivery.
4. Product Owners/Stakeholders: They may use the system to view the status of issues that could impact the product.
5. Support Teams: Customer support teams report bugs reported by users and follow up on their resolution..

These users benefit from the system ability to streamline communication, improve accountability, and ensure that software issues are resolved efficiently.

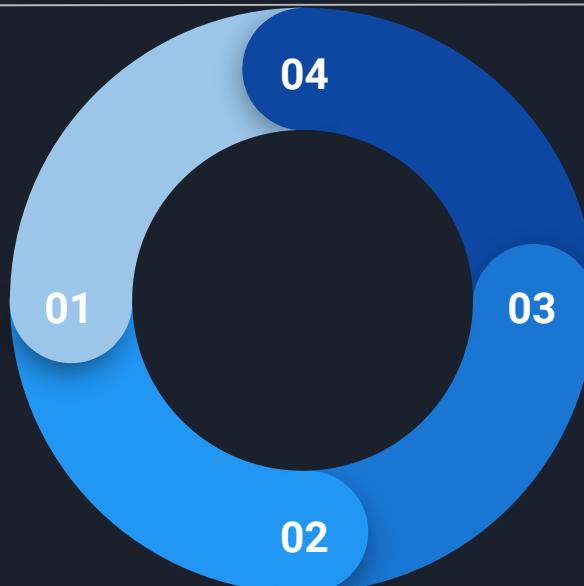
Agile Approach to Solving The Project

Sprint Planning

Break down the project into manageable sprints with clear goals and deliverables.

Continuous Testing

Regular testing throughout the development cycle to catch bugs early.



Daily Stand-ups:

Quick, daily meetings to ensure alignment and address any blockers.

Iterative Development and Collaborative Teamwork:

We the Team D-Buggers



UI/UX OF BUG TRACKING SYSTEM



Login

Enter Email

Enter Password

Login

Not Have an Account? [Go to Register](#)

Register

ABC

Tester

⊕ 127.0.0.1:5500

Registration successful!

OK

.....

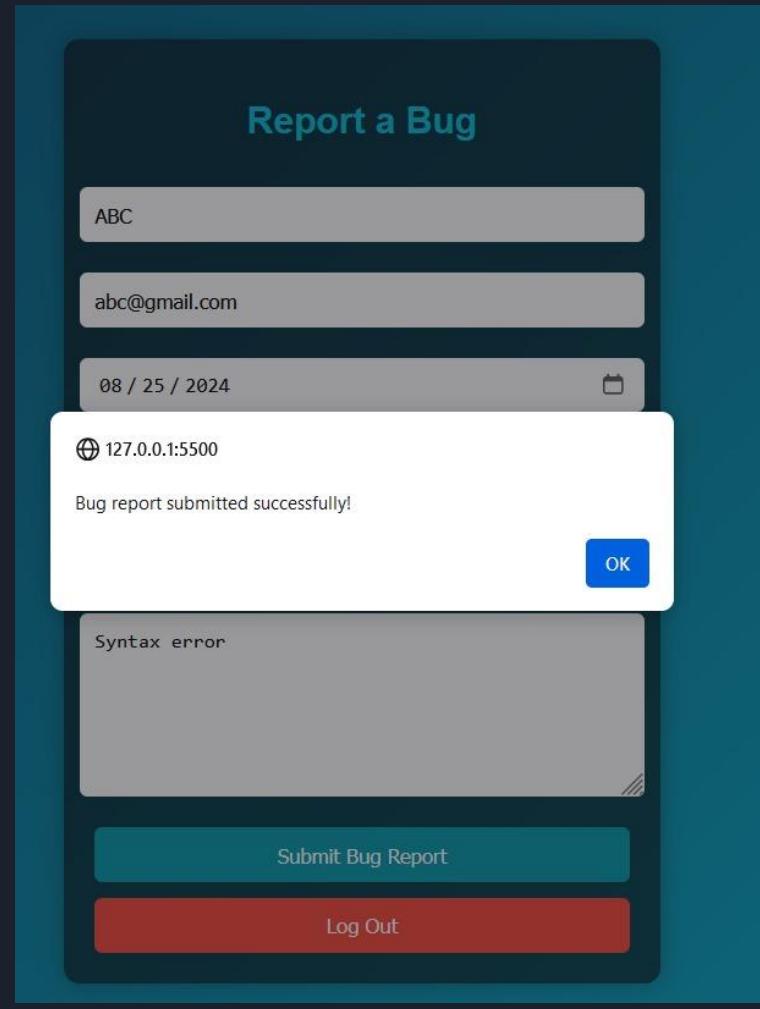
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Register

Have an Account? [Go to Login](#)

A mobile application interface for reporting bugs. The screen has a dark teal header with the title "Report a Bug" in white. Below the header are several input fields and dropdown menus:

- A text input field containing "ABC".
- An email input field containing "abc@gmail.com".
- A date input field containing "08 / 25 / 2024" with a calendar icon.
- A dropdown menu set to "Functional Issue".
- A dropdown menu set to "Medium".
- A large text area containing the text "Syntax error".
- A blue button at the bottom labeled "Submit Bug Report".
- An orange button at the bottom labeled "Log Out".



Assigned Bugs

ABC

Type: functional

Priority: medium

Date: 2024-08-25

Description: Syntax error

Status: Assigned to Developer

Mark as Done

Log Out

All Bugs

functional

Name: ABC

⊕ 127.0.0.1:5500

Bug assigned to DEF successfully!

OK

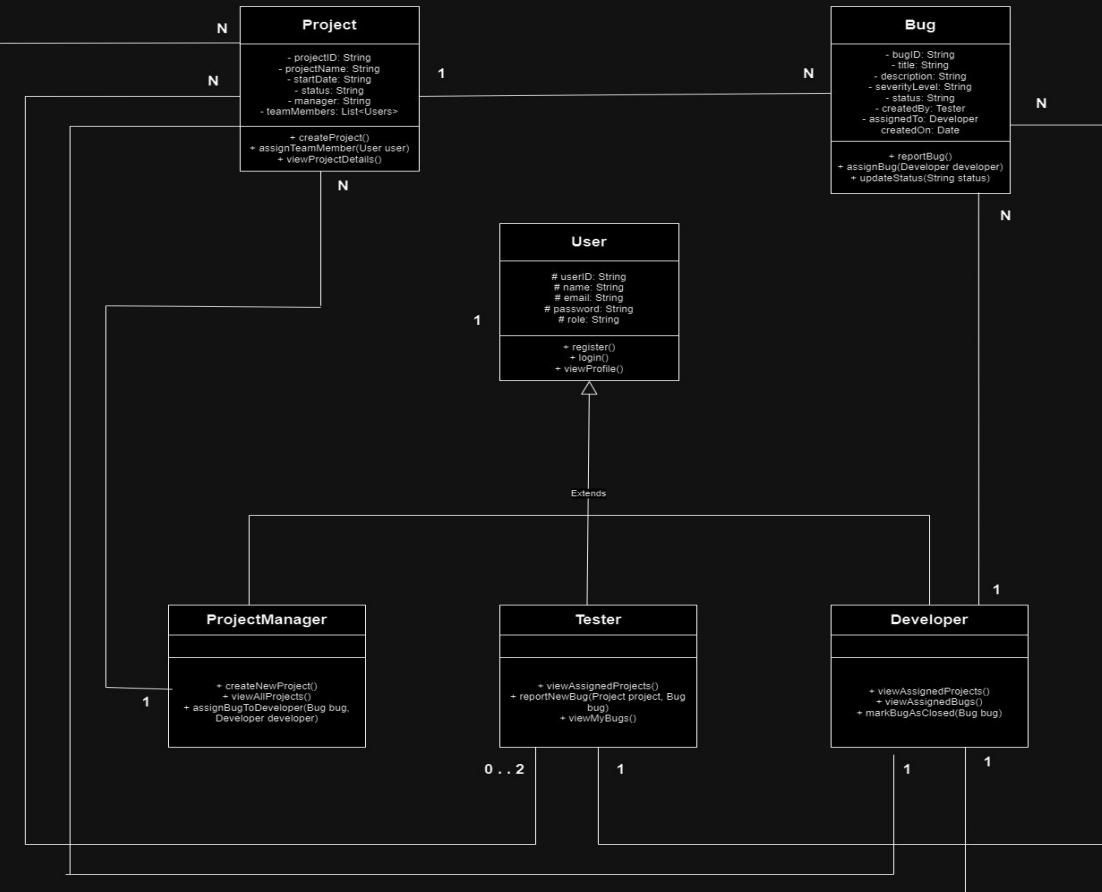
Status: Pending

DEF

Assign to Developer

Log Out

Class Diagram

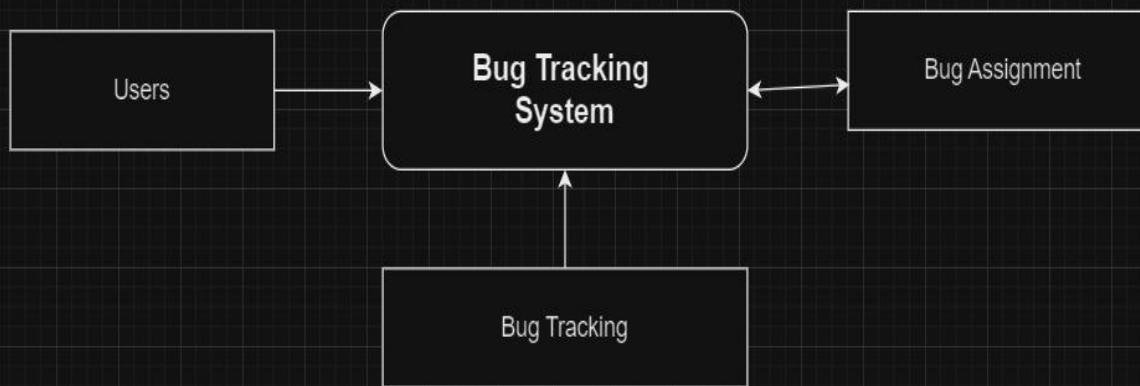


Project's
Class Diagram



High Level System Design:

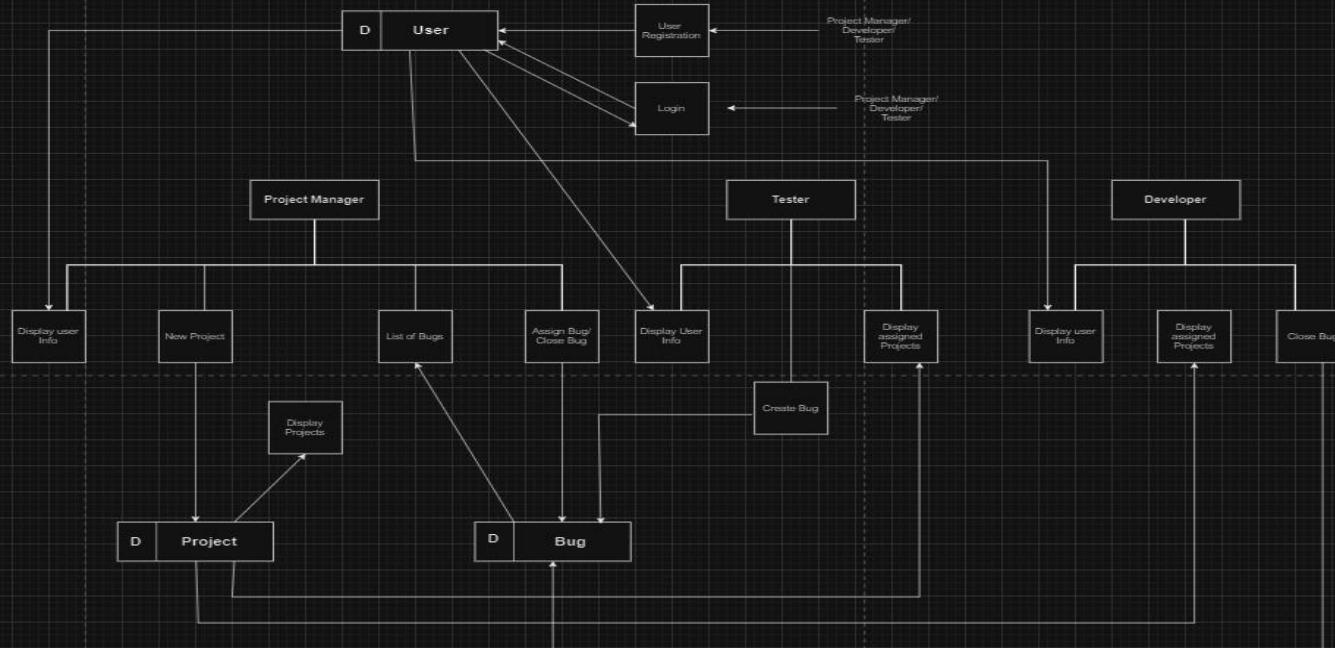
Level 0 System Design:



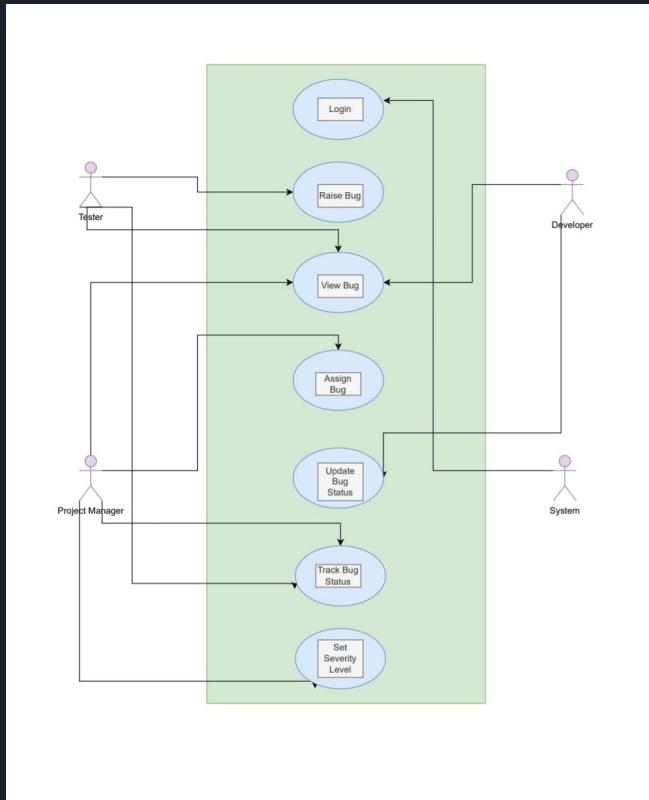
SYSTEM DESIGN

<https://drive.google.com/file/d/1rlkQIf8he9s3Pt9wp3SgZv0UdjXLRAT1/view?usp=sharing>

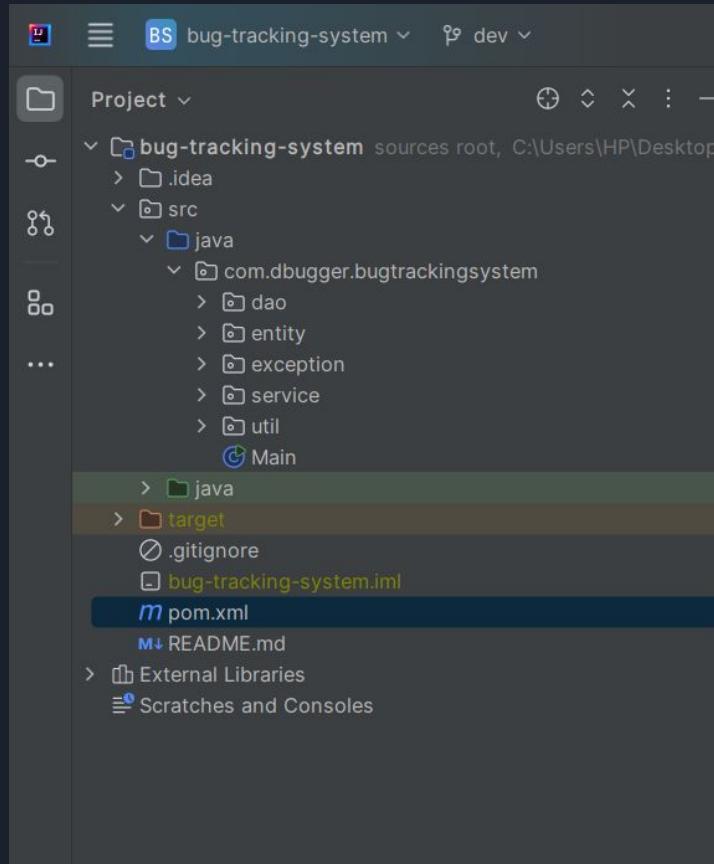
Level 1 System Design:



USE CASE DIAGRAM



Layered Architecture



Project Timeline





Learning Highlights

"Learning never stops—each bug squashed is a lesson mastered!" We were Able to Implement What We Learned in the Training, From coding to Structuring the Project Using Layered architecture.....

Team Collaboration: Enhanced our ability to work cohesively as a unified team.

Agile Mastery: Gained practical experience in applying agile methodologies.

Problem-Solving: Developed critical thinking through real-time bug resolution.

Tech Stack Proficiency: Deepened our understanding of the chosen technologies.

Effective Communication: Improved clarity and efficiency in team discussions.

Project Management: Learned to prioritize tasks and manage time effectively under pressure.

Thank you!

"Thank you for the incredible opportunity to collaborate as a team and learn together. This experience has not only sharpened our skills but also strengthened our bond as a unit. We're grateful for the chance to grow, innovate, and contribute to something meaningful."

EXCITED TO IMPLEMENT WHAT WE HAVE LEARNED IN THE PROJECT !!!!

