

Severity :

- Severity determines the defect's effect on the application.
- Severity is given by Quality Assurance tester.

Priority :

- Priority determines the defect urgency of repair.
- Priority is given by the Test lead or project manager.

Severity & Priority :

1. High Severity, High Priority – Login button not working
2. Low Severity, High Priority – Misspelled company Logo
3. High Severity, Low Priority – Calculation fault in the yearly report
4. Low Severity, Low Priority – Font family mismatch in a report

<u>Aa</u> Guide	☰ Bug Severity	☰ Bug Priority
	Potential of Bug affecting the Product	Defines Order of Urgency to Resolve a Bug
<u>Why</u>	Functionality or Standards	Scheduling
	Driven by Quality	Driven by business value
<u>Categories</u>	1. Critical 2. Major 3. Moderate 4. Minor	1. ⬆️ Urgent 2. ⬆️ High 3. ⬆️ Medium 4. ⬇️ Low
<u>How it's Used</u>	Concerned with functionality or standards and is decided by the QA team or Product Owners	Used to schedule bug resolution and determine the expected to fix the defect by the dev team.
<u>Static vs Dynamic</u>	Static attribute remaining constant but may change in rare cases like product redesign.	Dynamic attribute that may be modified based on the requirements defined by a Sprint.
<u>Scope</u>	Technical, functional and user experience affects	Related to the Business process and needs of the organization