Agile Assignment 2

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# GlobalShopApp Project

## Short description of the project:

This project aims to build an open-source dynamic E-commerce website like Talabat or El Menus Applications, where the shop owners will be able to upload their shop data and customers can interact with the website GUI to navigate and buy what they desire.

## Teams

**Disclaimer: I’m aware that using agile concepts, the distribution of teams may not be exactly valid, however this division of teams aims to signify the strengths of each of the members.**

**We assume the basic T shaped skills of all the members, and the broad knowledge of web development skills/technologies among all the members and this tables only signifies each member strengths.**

### Members strong in Front-End Development

|  |  |  |
| --- | --- | --- |
| Team Member Names | Role | Expertise |
| Skylar Gates | React JSX Coding. | React, HTML, CSS, JSX, and JavaScript. |
| Marcus Hudson | Front-End Styling. | CSS, Photoshop, WordPress, JSX, and React. |
| Margot Arthur | UI Design. | Photoshop, Assets Creating, Graphic Design, and Adobe XD. |

### Members strong in Back-End Development

|  |  |  |
| --- | --- | --- |
| Team Member Names | Role | Expertise |
| Olivia Naruto | Database Creation | SQL, Mongo, MySQL, Oracle, and Database Linking. |
| Hinata Haruki | API Routing | Node JS, Open API, REST API, Express, and JavaScript. |
| Honokaa Minato | JavaScript Coding | JavaScript, Problem Solving, EJS, Node JS, and JSX. |
| Sakura Yamato | Authentication | Firebase, Google Authentication, DB Design, SQL and, JavaScript. |

### Members strong in various testing techniques

|  |  |  |
| --- | --- | --- |
| Team Member Names | Role | Expertise |
| Isabella Bezos | Web Testing | Wireshark, Postman, Debugging, APIs, and automation. |
| Klara Adison | GUI Testing | Black Box Techniques, Selenium IDE, Debugging, and Perfecto. |
| Morgan Erin | Code Testing | Unit Testing, Automation, Integration, Debugging, Black Box Techniques, APIs. |
| Kareem Ayman | Penetration Testing | Reverse Shell Script, Port Scanning, Packet Manipulation, Burp suite and SQL Injection. |

## Product Owner and Scrum Master

* Our Scrum Master will be a part time job, The Scrum Master will be selected from Teams based on the characteristics of our members; those who are aware with all the agile methodologies and principles and are able to follow the Scrum Master responsibilities such as a being a coach, servant leader and exhibits the suitable skills as being patient, knowledgeable, collaborative, … etc. Will be assigned as a part time Scrum Master for the duration of a specific sprint when they do not have much work on hand to avoid conflicts. Members that qualify as a scrum master, based on their characteristics and the ability to handle the scrum master responsibilities are Sakura Yamato, Klara Adison, and Kareem.
* Our Product Owner used to work previously as a product owner in various application development project, he is well knowledgeable in the business domain and got the right amount of a technical background, he is able to manage economics and communicate well with all of the stake holders and technical teams, he proved his skills in grooming the product backlog, and defining acceptance criteria, his very responsible and accountable and his name is Paul Mask.

## Possible Stakeholders

* Primary Stakeholders: Creditors/Sponsors, Shop Owners, Unions, Customer Representatives, and Component Sellers (COTS).
* Secondary Stakeholders: Regulators, Law Experts, Money Handlers such as Bank or Fawry Company.

And of course, depending on how we define stakeholders, some definitions would include the various type of Employees.

## Near Vision

**Note: This is Agile and not waterfall model, therefore we expect to finish a little of everything in each sprint.**

### Sprint 1

By the end of Sprint one, we desire to show our clients/stakeholders a glimpse of their investment, and the capabilities of the project saying that we need to capture and simulate the core features which defines an E-Commerce Website, according to this we can start with implementing an initial version for the product display page and a cart home page.

* Initial design of the cart and product display page, this design shall include only the necessary UI-assets for simulating the product selection and the addition to cart functionality, later in another sprints the UI shall expand to include various of other features and UX friendly methods.
* Initial design of the database including the implementation of a basic shop-product tables so that it can be displayed in our discussed simple initial UI.
* Necessary routing implementation for displaying the desired UI of this sprint through a local server.
* Simple usage of an online free open API, to give the client an idea of how things will look like.
* Linking of the implemented code.
* Designing necessary testing units for testing the code implemented later.

We expect the usage of node, express, react, adobe XD, MySQL for the required development in this sprint, and we expect the sprint to take about 4 weeks.

### Sprint 2

In Sprint two we expect an input of a basic functionality of addition/removal of products in and out of a cart through interactions with the product display page, and we desire to have a complete implementation of login/signup pages which is discussed as follows:

* UI Design of Login/Signup pages, this includes the design of necessary assets required to create this page.
* Ability to signup either as a customer or a shop owner.
* Implementation of a database table to store the user authentication information.
* UI/Integration Testing and debugging of the previous input.
* Researching various methods for login/signup penetration testing, so that the testing can be ready in an upcoming sprint.
* Necessary routing implementations for displaying the two pages.

We Expect this sprint to take about 4 weeks, and usage of the previously mentioned tools/technologies.

# Jira Setting Up Screenshots

Graphical user interface, application, email

Description automatically generated

Figure 1 Setting Up #1

Graphical user interface, application

Description automatically generated

Figure 2 Setting Up #2

Graphical user interface, application, Teams

Description automatically generated

Figure 3 Setting Up #3

Graphical user interface, application, Teams

Description automatically generated

Figure 4 Setting Up #4

Graphical user interface, application

Description automatically generated

Figure 5 Setting Up #6

Graphical user interface, application, Teams

Description automatically generated

Figure 6 Setting Up #5

# Epics and Story Creation

**Note: I summarized the Epic description In** Epics with Child Stories Screenshot **Section (final version after creation please check this section)**

## Epics Creation

Graphical user interface, text, application

Description automatically generated

Figure Creating First Epic

Note the following screenshots include how I created the epics and their descriptions, and the last screenshot shows how the epic finally look like after creation.

Further assignment details, story points will be presented in the story section.

Graphical user interface, text, application, Teams

Description automatically generated

Figure Creating Second Epic

Graphical user interface, text, application, email

Description automatically generated

Figure Creating Epic #3

Graphical user interface, text, application

Description automatically generated

Figure Epic Viewing After Creation

## Story Creation Method

Note I will skip the screenshots of the creation of each story on its own, since I already presented the creation method in the following screenshots, however I will present to you the final version of the stories I have created in another section.

Graphical user interface, application

Description automatically generated

Figure 11 Creating a user story method

Graphical user interface, application, Teams

Description automatically generated

Figure 12 Linking a story as an issue to an epic method

Table

Description automatically generated with low confidence

Figure 13 Assigning the story to members method

Background pattern

Description automatically generated

Figure 14 Assigning the story to a sprint and adding story points method

### Story Points

Story points are important, they act as a measure of how much time/effort should the story take to finish, however there are multiple conventions for what’s equivalent to a story point in this report we will the following convention:

First, we will use Fibonacci sequence for the story size scaling which goes as following **1, 2, 3, 5, 8, 13, 21, 34.** And we estimate an Epic to be around 100 of story points where each story point represents half day worth of working.

Small stories should be about 5 to 8 points, medium stories should be 13 points and large stories can take up to 40 points, but notice rounding up for large stories aka if a story is 21 points, we write it as 20 (modified Fibonacci).

Notice that these measures are based on pervious experiences.

## Epics with Child Stories Screenshot

Graphical user interface, text, application, email

Description automatically generated

Figure 15 Access and Authentication Epic with Its child stories

Graphical user interface, text, application, email

Description automatically generated

Figure 16 Various Secure Payment Methods Epic

Graphical user interface, text, application, email

Description automatically generated

Figure 18 Products Viewing and Selection Epic with Its child stories

Graphical user interface, text, application

Description automatically generated

Figure 17 How to add a child story to an Epic

## Created Stories with Associated Tasks (substories)

Graphical user interface, text, application, email

Description automatically generated

Figure 19 Cart Page Story with Tasks

Graphical user interface, application

Description automatically generated

Figure 20 Product Display Page Story with Tasks

Graphical user interface, text, application, email

Description automatically generated

Figure 21 Sign Up Page Story with Tasks

Graphical user interface, text, application, email

Description automatically generated

Figure 22 Login Page Story with Tasks

Graphical user interface, text, application, email

Description automatically generated

Figure 23 Storing Accounts Story with Tasks

Graphical user interface, text, application, email

Description automatically generated

Figure 24 Password Recovery Story with Tasks

Graphical user interface, text, application

Description automatically generated

Figure 25 Different Users Story

Graphical user interface, text, application

Description automatically generated

Figure 26 Safe and Secure Access Story with Tasks.

Graphical user interface, application

Description automatically generated

Figure 27 Products Filtering Story

Graphical user interface, text

Description automatically generated

Figure 28 Product Rating Story

## Screenshots with Additional Information

Graphical user interface, text, application, email

Description automatically generated

Figure 29 Writing Comments in Jira

**Note: A story can have multiple members working on it in Agile Methodology, but Jira has limitations regarding this functionality.**

Graphical user interface, application

Description automatically generated

Figure 30 Assigning story to a user

Graphical user interface

Description automatically generated with medium confidence

Figure 31 We can also add a label/start/Due Data for stories/epics

# Product Backlog

## Product Backlog Screenshot

Application

Description automatically generated with low confidence

Figure 32 Product Backlog

## Product Backlog Ordering Rationale

The items in the product backlog were ordered according to their priority; The priority of an item was offered based on its business value or ROI, You can clearly see that we picked up the core features that make up an E-Commerce website at first, Every E-Commerce website is built upon three main features, which are the ability to select and navigate products of a certain shop, The ability to securely purchase the products via various payment methods and of course to achieve all of this we need different types of users and accounts.

If you were to ask what would come next in our product log, this will be the implementation of various payment methods since as described this is one of the three core features that build up an E-commerce website.

One more reason we have chosen this order is to show the stakeholders a satisfying output at the beginning of the work, and to give them a bigger picture and idea about the project, this can only be done by showing them an example of a displayed products and adding them to their cart, so to do that we had to start with implementing the product display and cart pages.

Other reasons we choose to put Access and Authentication stories in the top, Is a technical reason, because this feature will be crucial in implementing the upcoming features and performing various types of testing especially penetration testing which falls under the umbrella of security testing and of course any E-Commerce website must be secure or we would rather have a catastrophic consequences.