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 3 weeks, and usage of the previously mentioned tools/technologies.

# Jira Setting Up Screenshots

Graphical user interface, application, email

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Figure 1 Setting Up #1

Graphical user interface, application

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Figure 2 Setting Up #2

Graphical user interface, application, Teams

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Figure 3 Setting Up #3

Graphical user interface, application, Teams

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Figure 4 Setting Up #4

Graphical user interface, application

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Figure 5 Setting Up #6

Graphical user interface, application, Teams

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Figure 6 Setting Up #5

# Epic and Story Creation

Graphical user interface, text, application

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Figure Creating First Epic

Graphical user interface, text, application, Teams

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Figure Creating Second Epic

Graphical user interface, text, application, email

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Figure Creating Epic #3

Graphical user interface, text, application

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Figure Epic Viewing After Creation