



Level	WBS Code	Element Name	Definition
1	1	Widget Management System	Everything needed for app development is being done to put in place a new widget management system.
2	1.1	Initiation	The work to initiate the project.
3	1.1.1	Creating Project Charter	This is where you show why the project is important and what advantage it will provide.
3	1.1.2	Identifying Key Stakeholders	The most crucial reason for knowing and assessing partners is that it enables us to seek their cooperation.
3	1.1.3	Run a feasibility Study	This assessment entails a review of the project to see if and how the needs of the mobile app development firm can be addressed.
3	1.1.4	Assemble team and tools	Choosing members of the team is equally as important as fleshing out the project organizational structure when putting together a project team. The design of the mobile app development tools must be simple, straightforward, and perform as expected by programmers.
2	1.2	Requirement's analysis	To avoid catastrophic complications later in the project, focus and comprehensive analysis are essential in the early stages.
3	1.2.1	Assign roles	Will help to determine who will be responsible for evaluating the project scope in the long term.
3	1.2.2	Interview stakeholders	Meet with stakeholders to learn about their expectations for the final product, as they are the ones who are funding and developing your project for.
3	1.2.3	Gather and document	To start a new project, gather all relevant information and make a list of stakeholders' needs, suggestions, and concerns from meetings.
3	1.2.4	List Assumption and Requirements	Start by making a list of your project 's needs, such as a project timeline, hiring suitable staff members, identifying project risks, and holding meetings to eliminate such risks.
3	1.2.5	Get approval	Obtaining consent from stakeholders by informing them that you have all of the essential requirements to launch a project and presenting them with project updates from the outset.
3	1.2.6	Monitor progress	For a better result, stay updated on the development and be ready to act swiftly when something goes wrong.
2	1.3	Focus on Planning	The core foundation of the project's life cycle
3	1.3.1	Scope Planning	Describes about the project's in-scope needs to aid in the creation of the work breakdown structure
3	1.3.2	Project Schedule	stating the whole schedule of operations and the order in which they will be carried out
3	1.3.3	Resource Planning	identifying who need to perform what work, when they will do it, and whether any specific abilities are required to complete the project tasks
3	1.3.4	Budget Planning	stating the estimated cost to be incurred at the project's completion
3	1.3.6	Procurement Planning	concentrating on outside vendors and subcontracting
3	1.3.7	Risk Management	preparing for potential dangers and considering contingency plans and mitigation methods as options
3	1.3.8	Communication planning	collaborating with all project stakeholders to develop a communication strategy

2	1.4	Prototyping and Design	Tasks included in the design and development of a prototype
3	1.4.1	Define App Scope	Identifying the app's target audience, functions and features, and potential technologies to be employed to define the app's scope.
3	1.4.2	Conduct Extensive Research	To develop an emotional connection with the target audience, considerable market and user research is conducted.
3	1.4.3	Create User Interface	Designing the structure, transitions, and interactions of the user interface.
2	1.4.4	Develop Prototype	Construction of a low-fidelity prototype
3	1.4.5	Design Test Scenarios	Creating a number of test scenarios to assess usability
3	1.4.6	Designing Animations	Creating eye-catching motion design animations
3	1.4.7	Framework for High Level Design	Using architecture planning to lay the framework for high-level design
2	1.5	Development	Defining the project (including objectives, specifications, and deadlines) in an end-to-end project process from stakeholders' perspectives.
3	1.5.1	Select application architecture	Formulating ideas as a solution to design specific feature which can reduce customer pain and can gain user satisfaction.
3	1.5.2	Back-end Development	Incorporating servers, required software, and databases.
3	1.5.3	Design API	A feature which allows apps to connect with one another. Used as a foundation in all apps which can connect or communicate with other services.
3	1.5.4	Creating Database Model	allows to manage, control, and arrange your data. Relational model, Graph model, Hierarchical model, network model.
3	1.5.5	Setting up Repositories	Main purpose of them is to plan and store. A repository can be set up in a variety of ways like Gipt REPO, which is a code in a folder on the computer can be used to construct it.
2	1.6	Testing	Testing gives records approximately about the product, and its miles the primary comments to the developers.
3	1.6.1	Release planning	Session for Release Planning is not necessary to create a detailed release plan for the entire project at the start. It can be updated on a regular basis as new information becomes available.
3	1.6.2	Sprint planning	Sprint planning takes place at the start of each sprint
3	1.6.3	Test analysis	When a sprint begins, testers execute test analysis for the stories in the sprint backlog, and developers work on story analysis for design and implementation.
3	1.6.5	Testing	Testing should be done by all members of the Scrum team.
3	1.6.6	Automation testing	Scrum teams place a high value on automation testing.
3	1.6.7	Automation of testing activities	Automation of testing activities decreases the load of repetitive work and cuts costs.
3	1.6.8 1.6.9	Regression testing Configuration management	Scrum projects employ a configuration management system with automated build and test frameworks.
2	1.7	Deployment and Maintenance	

	1.7.1	Business Area	Software is installed on the server
	1.7.2	Application server and clients	In the cloud and clients includes Windows and Mac
	1.7.3	Maintenance	We will keep on making changes as per the system requirements, delivers the latest revision to users.

