

Deployment and QA Workflow

MOTIVATION

The main outcome of following this approach is so that as a team we can deploy, well tested, working features on a daily basis. It's also so that we can get much more involvement from the client or a representative of the client. Read on!

Story creation by the project manager

- Adds a new story with as much detail as possible ('As a..., I want..., So that...')
- Will include in the story the text to be used for specification.
- Needs to keep these stories as small as possible. This ensures that we will be able to deploy as often as possible.

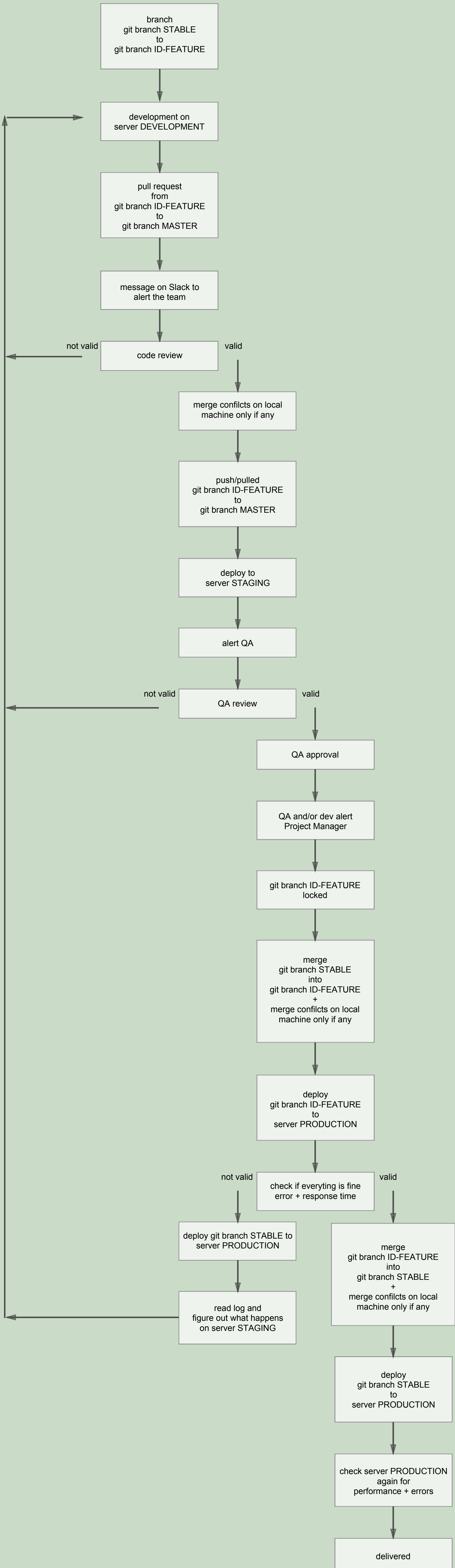
Start by the developer

- Estimates the story
- Starts
- Branches from stable branch always naming the branch starting with the story/feature id : ex : 150350058_some_new_fancy_feature where

This is so that a comment can be added to the story automatically after deployment to Staging to notify QA.

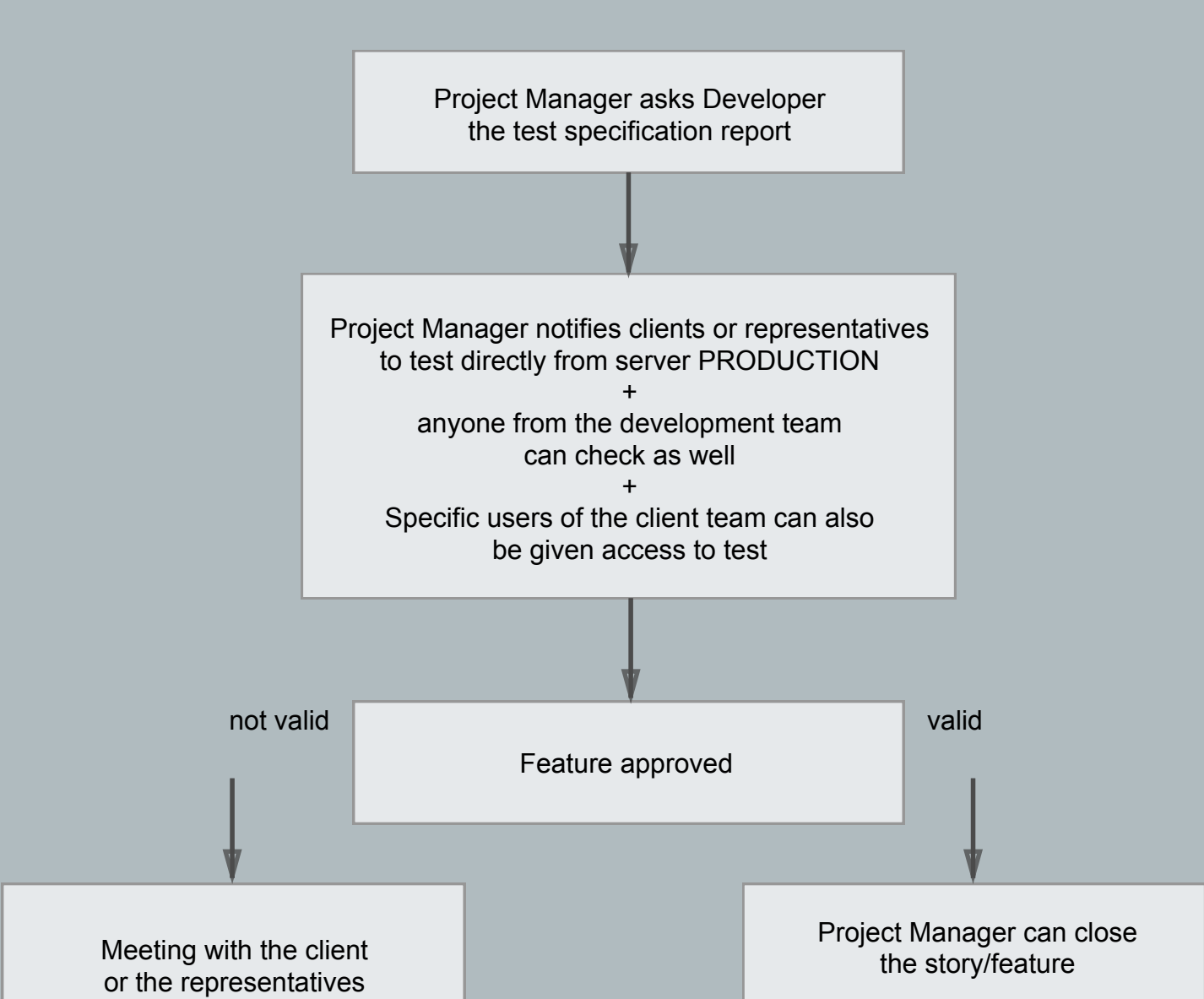
DEVELOPMENT

Story completion, pull request, code review, deployment and QA



APPROVAL

Feature testing in Production



COLLABORATION

Application Demos

- Demo the application to the entire team every 2 week so that everyone is on the same page
- Demos allow for cross team collaboration, ideas and knowledge sharing

Keeping the client involved and the team happy!

Do not leave too many stories in a 'Delivered' state (that is pending 'Accepted / Rejected'). To avoid this we need to ensure that the customer checks the feature as soon as possible while its behind the feature flag.

If we delay too long for the client to give feedback then we risk the following issues:

- It reduces the Velocity
- Increases the likelihood that the app is not being developed in the correct / expected way
- Increases stress levels of the project manager to have to review too many stories
- Increases the chances of stories being rejected and then having to halt progress on moving forward in the backlog
- Will increase the estimates being off by a few days (maybe weeks)
- Reduces the motivation of the team since they like to see their work accepted as soon as possible
- It means the client is less engaged with the product development

Keeping the client involved ensures that we keep momentum up and expectations met!

1 point **1 to 2 hours**
Very easy story

I can work on my own and I have enough information to complete it.

2 points **2 to 4 hours**
Easy story

I can work on my own but I need to get additional information to complete it.

3 points **1 day**
Hard story

I can work on my own but I may need to get more information and a test to complete it.

5 points **2 to 3 days**
Very hard story

I may need to do some research before I start. Plus, I may need assistance of others.

8 points **Need to be broken down**
Complex story

Please break it down into 5 or less stories.