# **Proposal for Kuno Corp Website Project**

Rotem Sioni Nov 2017

## SOW

ltem	Responsibility	Details
UX	Designer A	<ul><li>Flow diagrams</li><li>Wireframes</li><li>Mockups</li></ul>
UI	Designer B	- Pages UI design
Sign up/Log in page front end	Designer B	<ul> <li>Register page</li> <li>Login page page</li> <li>Forgot password page</li> <li>Edit personal info (Email) page</li> <li>Edit password page</li> </ul>
Sign up/Log in page back end	Dev A	<ul> <li>Registration logic (User name, password, email)</li> <li>Login logic (User name, password)</li> <li>Email notification when successfully registered</li> <li>Forgot password mechanism</li> <li>Edit personal information (Change email)</li> <li>Edit password (Old, new, confirm)</li> <li>Email notification when email changed</li> <li>Email notification when password changed</li> <li>Log out</li> </ul>
Sales ranking page front end	Dev A	- Ranking table with two columns (Number + Name)
Integration with Jhonny Labs back end	Dev A	- Authorisation - API implementation: Get sales person name and ranking number
Server set up	Dev-ops	- Server purchase (Staging and production) - Server set up - API whitelist
Deployment (Staging)	Dev-ops	- Staging deployment - App health check
UAT	Dev A + Dev-ops	- UAT with client
Deployment (Production)	Dev-ops	- Production deployment - App health check
Documentation	Dev A	- Technical documentation

### **Project Organization**

#### Internal Communication

For the day-to-day organization of the development team I will use three main communication channels:

- 1. Daily stand ups: Face to face short meeting (10-15 min) early morning to discuss yesterday's work, blocks and today's plan
- 2. Github for daily follow ups, updates and questions
- 3. WeChat for emergency issues and for matters that require immediate reply

Generally speaking, I'd organize all new updates to be shared with the team either on the daily meeting or through GitHub twice a day: Morning and evening to reduce the amount of outside disturbance the designers/developers get to maximize planned work.

#### **External Communication**

External communication will be done mostly through Emails to keep all conversation documented and clear. I'd suggest the client to have weekly meeting to discuss progress and new update and will send meeting minutes email after. For urgent matters I'll use WeChat or phone calls.

#### SCRUM communication

Name	Product Owner	Stakeholders	Scrum Master	Team
Business requirements		Α		
Backlog refinement	Α	I	R	R
Sprint planning	Α	I	R	R
Daily Scrum	С		С	R
Spring review	С	I	С	R
Sprint Retrospective	Α	Α	С	С

R - Responsible: The person who is responsible for doing the work

A - Accountable: The person who is responsible for the outcome and decision maker

C - Consultant: The person who is contribute to a decision being made (their input may or may not be agreed to)

I - Informed: The person who is informed about a decision but do not get input

### Timeline

	2018 Q1				
	Sprint 1	Sprint 2	Sprint 3	Sprint 4	
	Jan 1- Jan 12	Jan 15 - Jan 26	Jan 29 - Feb 9	Feb 12 - Mar 2	
	Flow chart				
UX / UI	Wireframes				
	Mockups				
FE		Registration/Login page			
			Ranking page		
Dev 1		Registration/Login page			
			Ranking page		
				UAT	
		Server set up			
Ops Dev			Staging Deployment		
				Production Deployment	

**Deliverables:** 

Phase 1: UX,UI Phase 2: Registration/ login page FE+BE Phase 3: Ranking page Go live

## **Assumptions**

	Assumptions				
1	Designer A is in charge of UX, Designer B is in charge of UI and html implementation				
2	Ranking page will only display name of the sales person and the ranking number in latin numbers (E.g. Rotem Sioni - 5)				
3	The website will only support one language - English				
4	The website resolution is responsive, applicable to both desktop and mobile				
5	If the table is too long, the page can be scrolled down. All names will be displayed in one page with no limitation on the number of people in the table				
6	Jhonny lab will provide the API and the specs				
7	Each sprint includes development + QA. Delivery by the end of each sprint is the final version.				