User stories Sprint Release

**Definition of done for user stories**

* Produced code for presumed functionalities
* Assumptions of User Story met
* Project builds without errors
* Unit tests written and passing
* Project deployed on the test environment identical to production platform
* Tests on devices/browsers listed in the project assumptions passed
* QA performed & issues resolved
* Feature is tested against acceptance criteria
* Feature accepted by Product Owner
* Refactoring completed
* Any configuration or build changes documented
* Documentation updated
* Peer Code Review performed

**Definition of done for sprint**

* DoD of each single User story, included in the Sprint are met
* “to do’s” are completed
* All unit tests passing
* Product backlog updated
* Project deployed on the test environment identical to production platform
* Tests on devices/browsers listed in documentation passed
* Tests of backward compatibility passed
* The performance tests passed
* All bugs fixed
* Sprint marked as ready for the production deployment by the Product Owner

**Definition of done for release**

* Code Complete
* Environments are prepared for release
* All unit & functional tests are green
* All the acceptance criterias are met
* QA is done & all issues resolved
* All “To Do” annotations must have been resolved
* OK from the team: UX designer, developer, software architect, project manager, product owner, QA, etc.
* Check that no un-integrated work in progress has been left in any development or staging environment.
* Check that TDD and continuous integration is verified and working

**Definition of ready**

When:-

* The stories aren’t getting finished
* Stories are finished slowly because they get bogged down or blocked
* There’s confusion or conflicting ideas about stories
* You’re making substantial changes to stories
* Users aren’t finding what you deliver useful.