**Extreme Programming for Safire Solutions**

**Actors**

1. Project Manager
2. Product Owner
3. Team Lead
4. Developer
5. Tester
6. QA Lead
7. QA Engineer
8. UI Designer

**Activities**

1. **PROJECT MANAGER** Works on a higher level of abstraction and is responsible for a budget, risk, schedule, and contract management.
2. **PRODUCT OWNER** is a person is close to that of an analyst and concentrates on a product and its features. Their primary role is to take care of business value maximisation (suitability of the product to use). Product owners are focused on constant changes because they are using agile methodology.
3. **TEAM LEAD** Typically, such a role is given to one of the developers. This person should have leadership qualities which allow for maintaining communication between remote development teams and for example – clients. Team leads ensure that the team has sufficient performance levels and is also responsible for conflict prevention and resolution.
4. **DEVELOPER** is a programmer having broad range of knowledge and skills over any technology that related to the project.
5. **QA LEAD** Quality Assurance Lead is responsible for building the QA team and its management. One of their most crucial responsibilities is to ensure a proper relationship level between persons accountable for areas of the system under construction. QA Lead, similarly, to a Team Lead, is a person accountable for proper relations between QA team members, mitigation of conflicts, praising good work, and motivating to further self-development.
6. **QA ENGINEER** It’s a person responsible for preparing tools that allow for automating processes which verify software quality. Such a form of software testing makes it possible to check if regression errors occur.
7. **TESTER:** They are responsible mainly for conducting manual tests, that is system verification by using it analogically, as opposed to how end users will operate it.
8. **UI DESIGNER** The primary duty of the UI designer is to prepare, or design, the user interface. This means transferring content, style, graphics connected with a client or product to a system presentation layer.

**Designing user stories and their tasks**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Primary Task | Resources Required | Total effort in required hours | Start Date | End Date | Milestone Required | Iteration |
| Allow the users to export their personal information into an Excel sheet | Product Owner | 36 hours | 20-April-2022 | 30-April-2022 | Milestone to be Completed | 1 |
| Map out functional requirements and users | Team Lead | 30 hours | 1-May-2022 | 2-May-2022 | Milestone to be completed | 2 |
| Configure the system and design the interface | Developer,  Associate Developer | 120 hours | 4-May-2022 | 9-May-2022 | Milestone to be completed | 4 |
| Testing the interface in iterations | QA Lead, Tester, QA Engineer | 100 hours | 9-May-2022 | 13-May-2022 | Milestone to be completed | 3 |
| Design the requirements for interfaces | UI Designer | 48 hours | 13-May-2022 | 15-May-2022 | Milestone to be completed | 3 |

**User Stories**

**Project Manager**: As a Project Manager, I want to add Project Details to the system so that all the members involved in the project should know and understand the project.

**Product Owner**: As a Product Owner, I want to give the details that are needed to include in the product by sending the details to the manager before starting the project development.

**Team Lead**: I want to take responsibility about the team in the development process in all departments like programming, testing. I must take care of the relations between the team members so that the team performance increases.

**Developer**: As a Developer, I must take care of the project development phase and implement a product where it is easy to understand and improve the performance over a period.

**QA Lead**: My role in the team is to take care of the testing department and improve the performance the tester and engineers. We must test the product multiple times in various ways so that it can perform well in real time applications.

**Tester**: Tester test the product and check if any bugs or errors present in the code by implementing various bug tests and performance tests.

**UI Designer**: UI Designer design the platform that is suitable for the given code and check the usage before sending to the on field.

**Requirement Sheet**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Epic  Project Name | User Story Role | User Story Name | Story Details | Tasks | Team total user story | Analyst/Preparation Work | Development | QA |
| Charlie software Industry | Project manager | Charlie junior | Project is to develop a website for their company | 12 t member team is required | 40 | 5 | 30 | 5 |
| National Archaeology | Resource | National Archaeology need to develop a website for their department | Project is to be developed in java only | 10 members team is required | 100 | 5 | 85 | 5 |