NOTION Methode AGILE



■ Default View +					Filtrer Trier Q ··· Nouvelle page v	
Aa Name	→ Priority	Status	** Assignee	Q Epic	Ø Pièce jointe	■ Description
		TO DO	Lucas			
erreur pas d'image inscription	■ NORMAL	READY FOR START				lorsqu'on crée un compte sans mettre d'image, il y a une erreur
Améliorer CSS contact/mentions	^ HIGH	TO DO				Mettre en forme les pages contact et mentions légales (footer)
style creation reunion	■ NORMAL	DONE	(g) guillaume			changer le style des personnes ajoutées lors de la création d'une réunion
· changer image de profil	■ NORMAL	DONE	N Nicolas Daunac			
Afficher le statut de présence sur mes réunions	■ NORMAL	DONE	G guillaume			
¥≟4 Valider presence reunion	■ NORMAL	DONE	© guillaume			permettre a un employé de valider sa présence (changements sur la BDD ?)
Gestion Reunion	^ HIGH	DONE	N Nicolas Daunac (6) guillaume			pouvoir créer des réunions avec des participants ⇒ envoyer une notification aux

User Story

User stories are short <u>requirements written from</u> the perspective of the client or an end user. User stories are <u>created</u> by the <u>project</u> manager.

For each user story,

<u>Estimates</u> of how <u>much</u> time <u>is needed</u> to <u>complete</u> tare made per platform/<u>technology</u> for <u>each</u> user story

+ ∷ Task



Tasks are small chunks of work, usually requirements to complete a user story. A task does not necessarily need to be linked to a user story, for example a newly discovered bug for work that was already finished.

Tasks should be created for each platform/technology and be given an appropriate priority. Tasks can be created by the person performing the task (the software engineer or designer) or the project or support manager.

Priority



A priority determines the urgency of a task. There are 6 priority levels:

- 1. **Blocking**: extremely urgent, blocks the completion of a user story or release
- 2. Critical: most urgent
- 3. High: urgent
- 4. Normal: a normal body of work
- 5. Low: not urgent
- 6. Minor: negligible, usually reserved for nice to haves