### Webonise Lab Induction Program

Agile Collaboration Tools

#### Introduction

#### Two rules of communication:

- All team members to be on same page with one point of reference
- If it is not documented, it doesn't exist!

### Tools of Collaboration

- Basecamp Communication
- Skype Internal and quick communication
- Dropbox Sharing of files
- Management tools:
  - Gravity Dev
  - Pivotal Tracker
- Google docs ☺

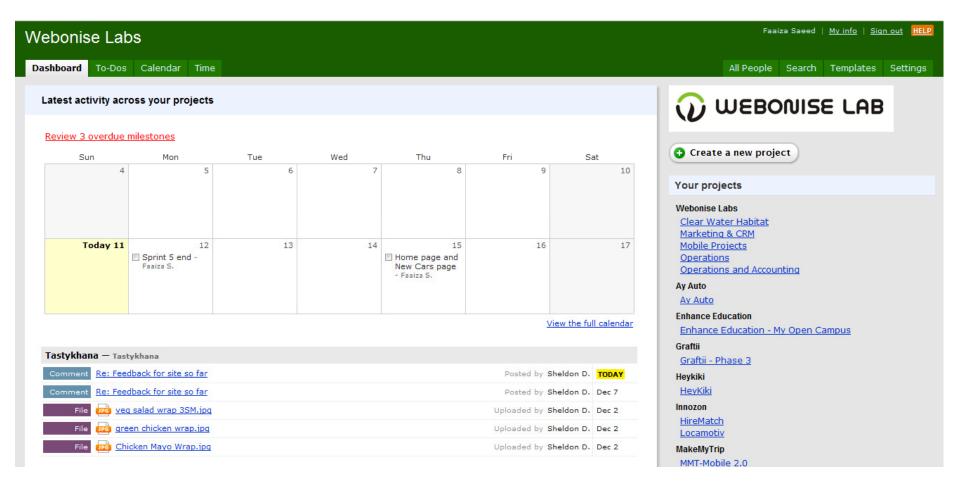


#### Basecamp

- As a good substitute for emails
- Email threads tend to get lost among the miscellaneous projects
- Allows to maintain separate threads for different projects and topics
- Allows to track the to-do list
- Maintains calendar for all projects separately to track the milestones and delivery dates



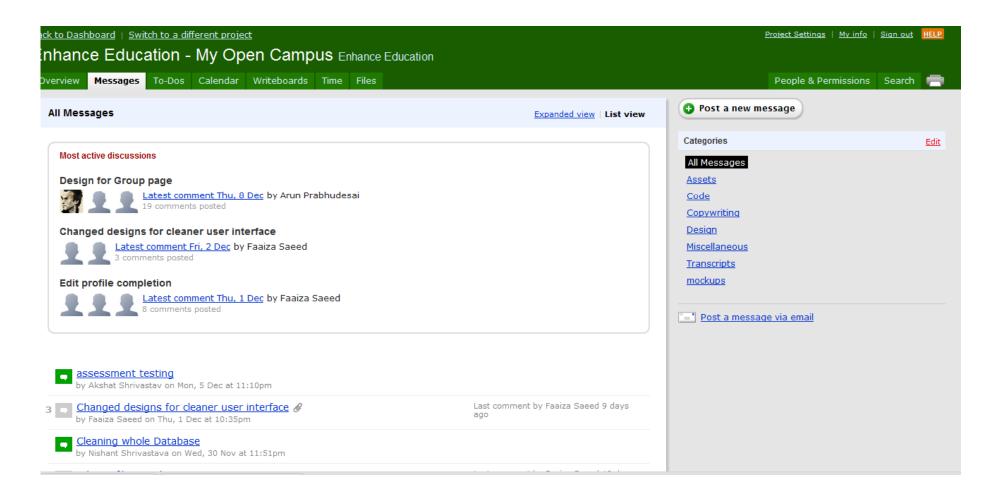
## Basecamp: Projects



WWW.WEBONISELAB.COM

# Basecamp: Project management





WWW.WEBONISELAB.COM



#### Skype

- Allows internal communication where promptness is required
- Avoids time from formal documentation where unnecessary but making sure that documentation happens nonetheless
- Allows calls with the clients and sharing of screen where a live demo is required
- Facilitates communication when team is not co-located
- Every project has a separate group chat with relevant people added to it

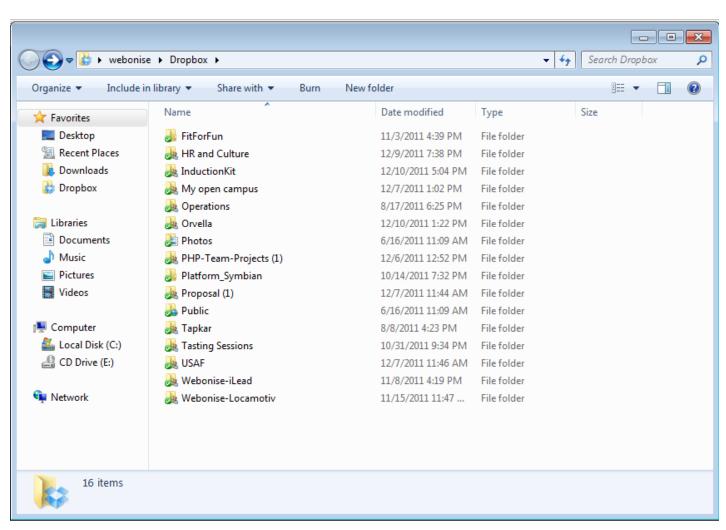


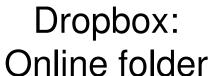
#### Dropbox

- With absolutely no good substitute, it allows maintaining your files and documents online and access them on the fly wherever you are.
- Allows sharing of files with other users (internally and with clients)
- Can access files from any system where your dropbox is installed even when not connected
- Connection required only when synchronization of shared files is to be done

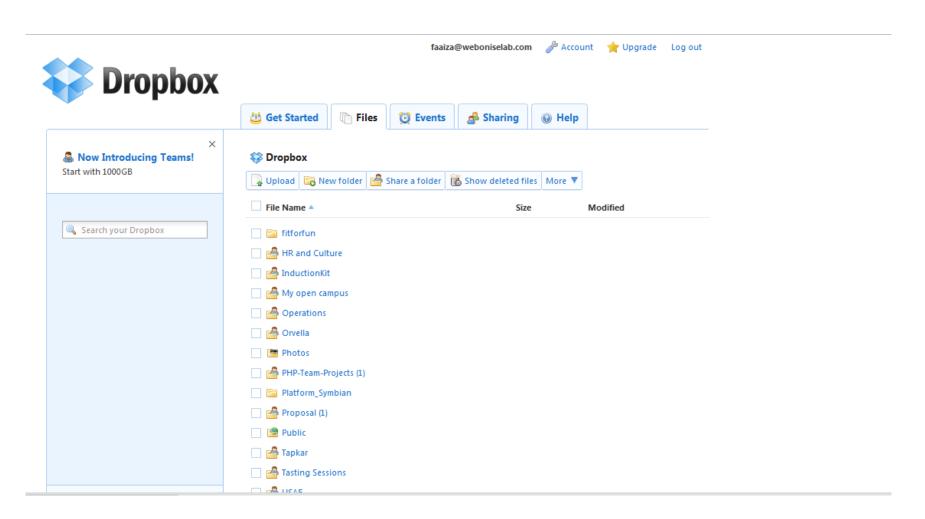
### Dropbox: System Folder











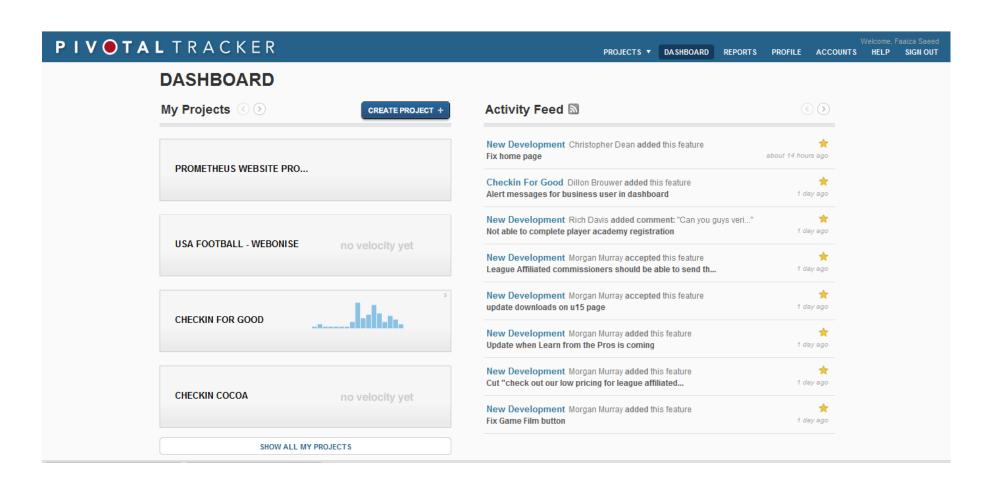
#### **Pivotal Tracker**



- Good for managing small scale projects, where acceptance criteria of a story are fewer
- Makes everyone among the team participate to make sure everyone is on the same page about the project:
  - Creating project and adding stories BA
  - Assigning a story to the developer Developer
  - Starting a story Developer
  - Finishing a story Developer
  - Delivering a story QA
  - Accepting/Rejecting a story Client
- Allows to define story as a feature/bug/chore
- Allows to attach estimate to a story in the form of points
- Has burn down charts to track the report of each project on a daily basis

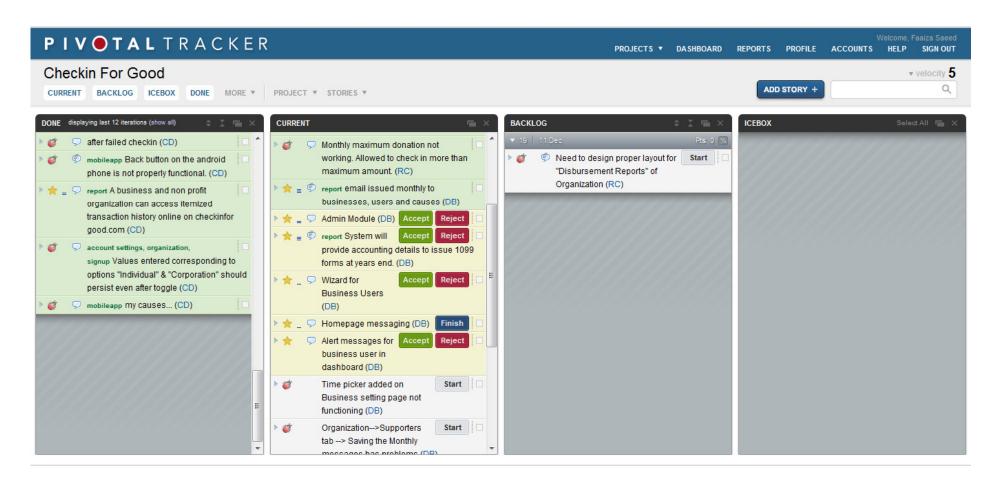


# Pivotal Tracker: Projects



#### PIV OTAL TRACKER

### Pivotal Tracker: Project management



WWW.WEBONISELAB.COM

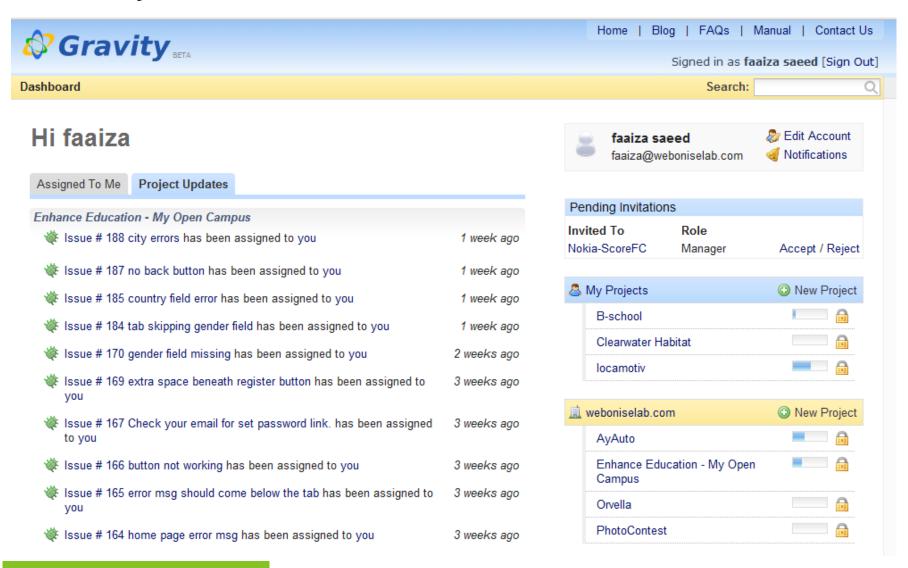


#### **Gravity Dev**

- A more advanced version of a management tool
- Maintains the user stories, sprints, release dates
- Acts similar to PT for bringing the team on same page by making them participate
- Allows tracking of bugs and issues respective to every user story
- Serves as the ground for maintaining all documentation related with the requirement and implementation of a project
- Allows to add acceptance criteria for each user story
- Allows to add tasks for each user story
- Shows progress bar of a story as its tasks/criteria keep getting completed.

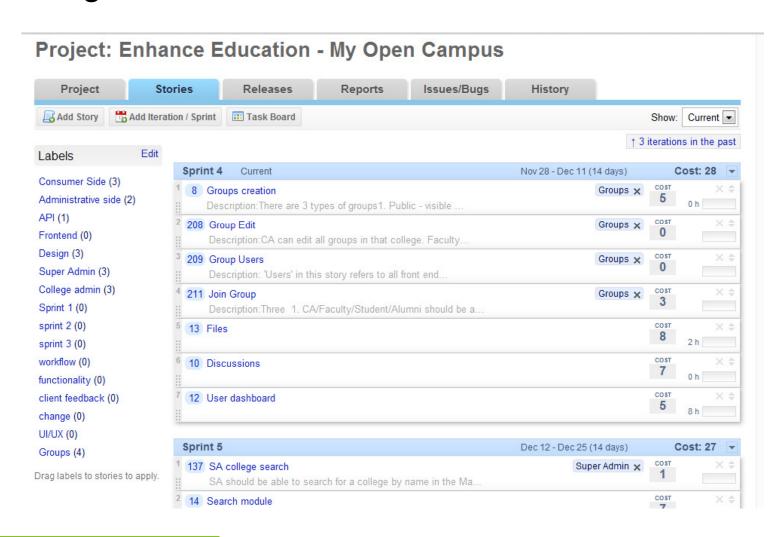
### Gravity Dev: Projects





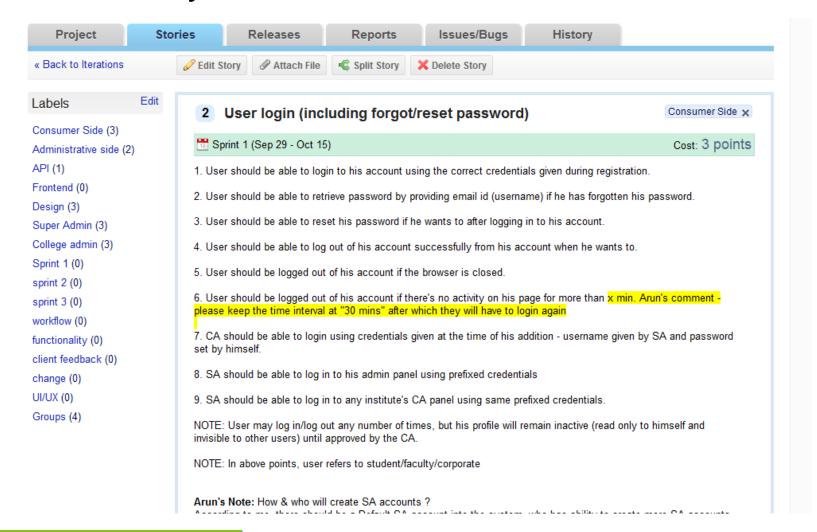
# Gravity Dev: Project management





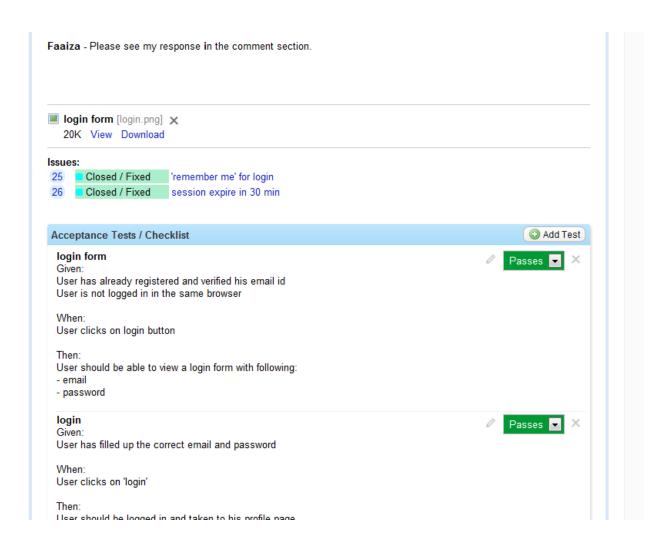


### Gravity Dev: User Story



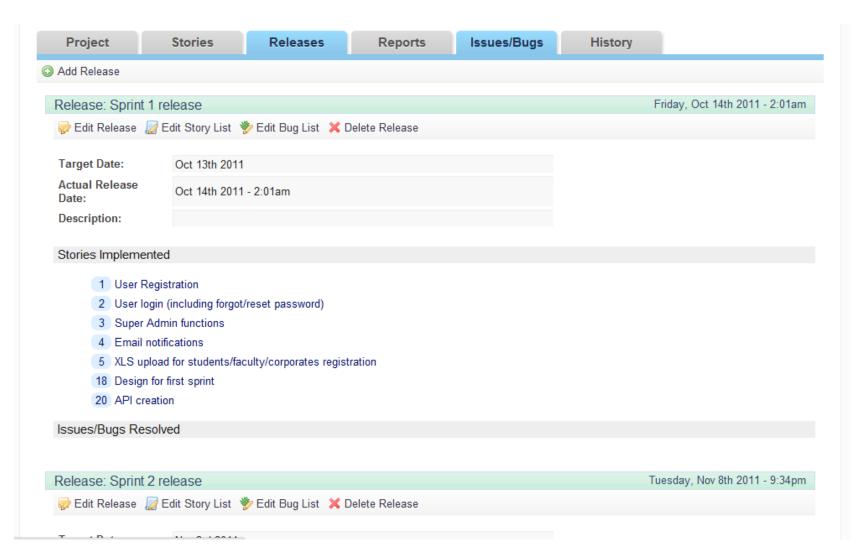
### Gravity Dev: QA





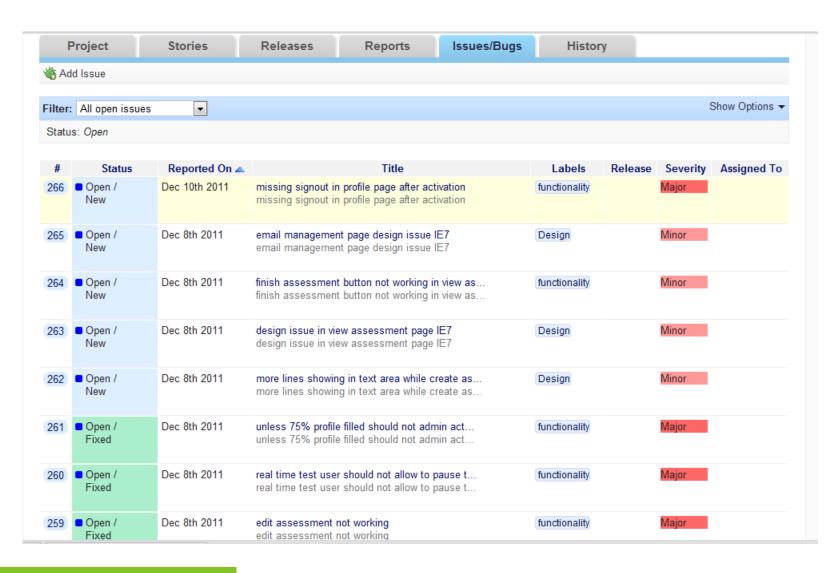
### Gravity Dev: Releases





## Gravity Dev: Issue tracking





Questions?