**KT Document**

**How project comes to a company?**

1. The person who got the idea is the **product owner.** He has the vision of project purpose and expected outcomes.
2. Product owner contact **CEO/CDO/BOSS(Shareholders)** for approval and financial support
3. Under product owner there is a **Business Analysist** who also have the same knowledge about the idea.
4. The CEO/CDO decides whether the company can invest the necessary resources and ensures the best allocation across multiple initiatives.
5. CEO approves the idea based on the **proof of concept (POC).**

* Demonstrates Feasibility
* Reduces Financial & Operational Risk
* Strengthens Stakeholder Confidence
* Faster & Smarter Decision-Making

1. **Sales teams** of the company bids for the project.
2. Product Owner plays a key role in guiding the **Development** and **Testing** teams by defining priorities, ensuring alignment with project goals, and facilitating smooth execution.
3. **Scrum master** engages development and testing team.

* Coaching the team
* Remove roadblock

1. **Daily standup/ Daily scrum meeting** are short, focused discussions held by agile teams to keep project moving efficiently

* Keep the team aligned on progress and roadblocks.
* Ensure transparency in tasks and priorities.
* Promote quick problem-solving without lengthy meetings

1. **Scrum team** consists of

* Developer
* QA
* Scrum master
* Product owner

**Quality Assurance**

1. **Requirement Analysis**

Requirement analysis involves breaking down business needs into structured elements that guide development.

* An **Epic** is a large, high-level requirement that represents a broad business need or feature. It is too big to be completed in a single sprint and is typically broken down into **User Stories**.
* A **User Story** is a smaller, actionable requirement derived from an Epic. It defines what a user needs and why, following the standard format
* Acceptance Criteria specify the conditions that must be met for a User Story to be considered complete. They define expected behaviours, edge cases, and quality standards.
* **BRS Document**:

A Business Requirement Specification (BRS) document is a formal document that outlines the business needs, objectives, and functional requirements for a project.

* **SRS Document:**

A Software Requirement Specification (SRS) document is a detailed guide that defines the functional and non-functional requirements of a software project. It serves as a blueprint for development teams, ensuring clarity and alignment with stakeholder expectations.

* **Business Requirements rules:**

Business Requirement Rules define the constraints, guidelines, and operational principles that a business must follow when implementing a project. They ensure consistency, compliance, and efficiency in decision-making**.**

1. **Gap Analysis**

Gap Analysis is a process used to identify the difference between the current state of a product or process and the desired state based on industry standards, business goals, and user expectations. This helps in improving software quality, compliance, and efficiency.

1. **Test planning**

Test Planning is a crucial phase in Software Testing that defines the scope, approach, resources, and schedule for testing activities. It ensures that testing is organized, efficient, and aligned with project goals.

1. **Test Design**

Test Design is the process of creating detailed test cases based on software requirements to ensure effective validation of a system. It involves defining test scenarios, conditions, data, and expected outcomes to systematically verify functionality, performance, and usability.

1. **Test Execution**

Test Execution is the phase in software testing where test cases are run, and the application’s functionality is validated against expected results.

1. **Defect logging**

Defect Logging is the process of documenting software bugs, errors, or inconsistencies found during testing. It ensures that developers have detailed information to analyse, fix, and track issues effectively.

1. **Sign off**

Sign-Off is the formal approval given by stakeholders, testers, or project managers, indicating that testing is complete, and the product is ready for deployment. It serves as an acknowledgment that the software meets the agreed quality standards, business requirements, and compliance regulations.

1. **Go Live**

Go Live refers to the final phase of the software development lifecycle where the product is deployed for real-world use. It marks the transition from testing to production and ensures the software is ready for users.

1. **Maintenance**

Maintenance refers to ongoing testing and quality management after the software has been deployed. It ensures that the system remains stable, secure, and performs efficiently over time.

1. **Regression Testing**

Regression Testing is a type of software testing that ensures that recent code changes do not negatively affect existing functionality.