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**6.2P Definition of Done**

The definition of done as discussed by our teammates was coming down to:

* The product is shippable.
* All teammates agree on the task that is being worked on is final and does not need any further changes.
* The task is done when it meets the standards and requirements of the terms that were agreed upon by teammates.
* Ensure that the task being completed is of good quality and requires testing before being qualified as "Done" by other teammates first and only then is it able to be marked as "Done".

**I.e: A GUI Storyboard is done when:**- All teammates agree with what is presented.   
- It meets the standards of a well designed storyboard ( the standards that were agreed upon the teammates, such as clear labels, flow of navigation and a nice design).  
- No further changes have to be made to the storyboard as it does not require any further improvement.   
-The storyboard has been looked at by a teammate and tested that it meets the requirements of a storyboard and it is readable and of good quality so that it is presentable and understandable.