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Software Engineering  
**Development Methodology**

*Section 3*

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# **1. Systems that we use**

## **1.1 Issue tracker**

As an issue tracker we use Trello application. Link for our project: <https://trello.com/seproject18>. There exists scrum table where project is divided for tasks, which are assigned for particular member. Flow of this table is described in Analysis and Requirements document. Responsible for assigning tasks are Team Leader, Head of QA and Head of Developers. Table is public so anyone can see it, members of team has access for changes.

## **1.2. Version Control System**

As a version control system we chose GIT and as a repository for it Github. Link to repository on Github: <https://github.com/scrafter/se-project>. Repository is public so anyone can review commits and so on. Members of the team should login to have write access to it. Flow here is following: after implemented particular functionality developer pushed his code on branch from develop and make PR to it. Head of developers review it and approves or rejects. After approve branch is merged with develop and ready for testing.

## **1.3. Communication**

For team communication we use Facebook group and Google Hangouts. Facebook group is used for important announcements, voting in some cases and has information like services links. We use it also as a communicator. Particular members can communicate with each other. There is also team chat created. Link for Facebook group: <https://www.facebook.com/groups/808119742691490>

Google Hangout is used for voice/video conferences. We used it for discussions and regular meetings. When some issue is not clear it is possible to share screen and collaborate with few members.

## **2. Credentials**

Access to each service is granted via Team Leader. If member needs access to certain resource, he should send his account name to Team Leader. He will add member as collaborator.

## **3. How we are going to work? Main workflow**

After getting new feature from customer team discuss about their vision how to implement it. Developers estimate time needed for release and determine requirements with QA team. When vision and requirements are clear, functionality is divided for tasks, tasks are assigned to certain members by team heads. After that the process of feature development starts correspondingly to scrum table, where flow is precisely described in Requirements and Analysis document. When functionality is ready team first presents it on internal demo and if everything works as it was planned team leader presents working solution to customer and makes sure that he is satisfied.

## **4. Meetings and communication**

Team meets every week on Sunday's evening on Google Hangouts conference and presents work done during whole week, tell about difficulties that they run into, discuss about development issues and uncertainties in functionality. Team heads presents progress in work and on which step they are. After that team plans next week of work. What should be done during this time, what informations from customer do we need and what improvements they want to implement in work flow.

Daily communication is performed with Facebook service. Members can communicate with each other via private messages, create team chats(i.e. QA chats). Moreover there is possibility for announcements on group wall and votings about certain issues.

In case when something isn't clear or any doubts about functionality or way of working members should contact with team leader. He is the only person that contacts with client and all issues should be solved with him. Thanks to that he will be acquainted with all news in project and knowledgeable.

In case of any conflicts during work that can't be solved members should contact with their head and discuss how to deal with it. In extreme situations they should communicate with team leader.

## **5. Team and roles**

Team leader - Tomasz Mańka

Head of developers - Tomasz Tarasiewicz

Head of QA - Dominik Baran

Graphic designer - Kamil Grzechnik

Developers:

Tomasz Tarasiewicz

Wojciech Prażuch

Karol Folkert

Karol Kostorz

Rafał Kubas

Testers:

Dominik Baran

Dawid Czyrny

Rafał Kubas

## **6. Testing**

When feature is fully implemented by developing team it goes to testers. Testers pull newest develop branch and check if everything works as it was discussed. QA performs manual tests checking every possibility to use the feature. They also try to break application with incorrect input or behaviour of a user. They check if way of implementing new functionality is clear and intuitive. QA engineers will mainly perform manual tests and automated ones, by recording macros of different scenarios with usage of special software(i.e. tasker). Testers should perform tests according to scenarios created by head of QA. In case when something is not clear(i.e. if feature should work in that or another way, if this behaviour is correct or not) they should communicate first with head of QA and later alternatively with head of developers or Team Leader.