

# Lifecycles

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## User story lifecycle

User stories are created at weekly tuesdays. The user stories then must be assigned a story points, by using planning poker. When the sprint starts, the product owner chooses which user stories will be inserted into sprint. Those user stories, which are inserted into sprint, must have assigned a team member, who is responsible for its completion. When the work on the user story starts, the responsible team member must set its state to **Active**. After all tasks in the user stories are completed, and the review is done, and the user story passes the acceptance criteria, the user story can be moved into the **Resolved** column. At the end of the sprint, the product owner may decide if the user story is finished. If he agrees, the user story is closed. If not, the user story must be splitted into two parts and taken into the next sprint.

## Task lifecycle

1. After a team member is assigned an user story, he is obliged to create tasks for the user story as soon as possible (< 2 days after assignment).
2. Those tasks then can be assigned to any team member, who will work on those tasks.
3. The team member who is responsible for task, must fill in the time (Estimated, completed, remaining) in TFS
4. When the team member starts the work on the task, he moves the task into **Active** column.
5. After he finishes his task, he moves it into **Closed** column.

# Definition of Done

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## User Story

- Produced code for presumed functionalities
- Assumptions of User Story met
- Project builds without errors
- Feature ok-ed by UX designer
- Feature is tested against acceptance criteria
- Feature ok-ed by Product Owner
- Documentation updated
- Peer Code Review performed

Planned summer half-term:

- QA performed & issues resolved
- Unit tests written and passing
- Refactoring completed

## Sprint

- DoD of each single User story, included in the Sprint are met
- "to do's" are completed

- Product backlog updated
- All bugs fixed
- Sprint marked as ready for the production deployment by the Product Owner

Planned for summer half-term:

- All unit tests passing
- The performance tests passed