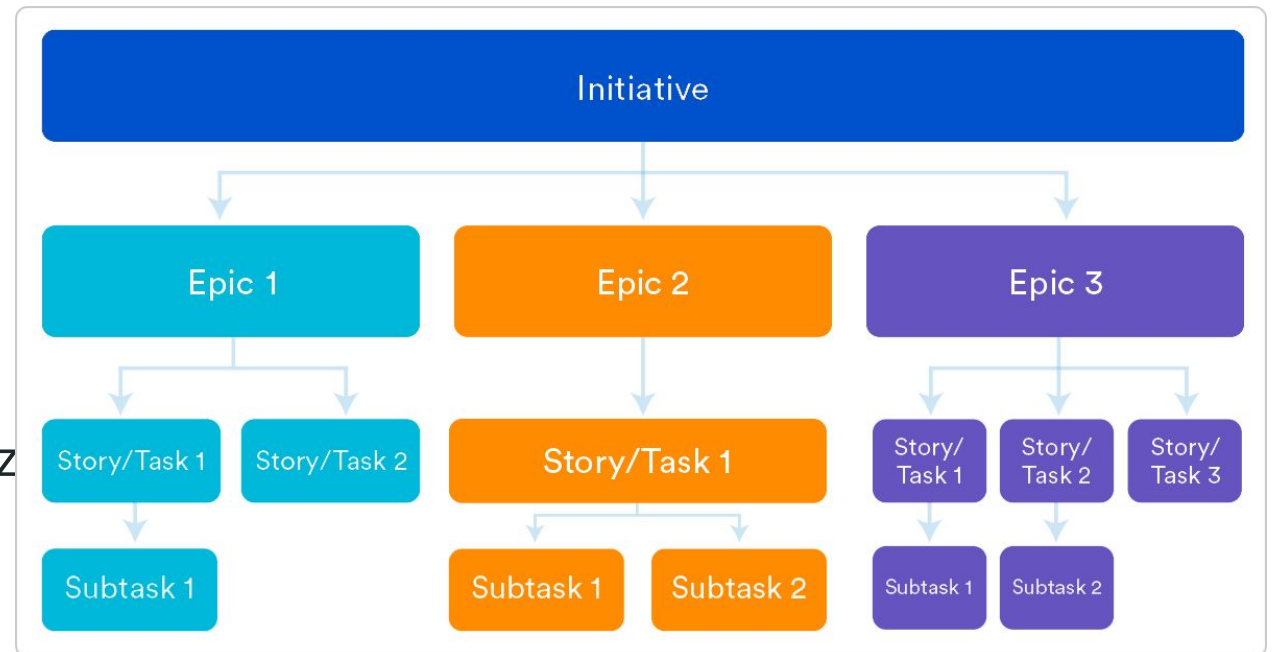


Upravljanje razvojem projekta

U okviru *Scrum* metodologije za agilni razvoj softvera

Organizacija i strukturiranje posla

- Posao realizacije softverskog proizvoda potrebno je strukturirati.
- Jedan od načina – podela posla na inicijative, epike i korisničke priče.
- Inicijative – obuhvataju poslovne ciljeve
 - Npr. uvođenje softverskog rešenja z podsistem.
- Epici – koriste se za grupisanje više logički povezanih korisničkih priča.
- Korisničke priče – u fokus stavljaju pojedinačne funkcionalnosti.



Izvor: Atlassian - [Project management](#)

Primer – *Epic: User Authentication System*

- *User Story 1: As a user, I want to create an account, so that I can access the system.*
- *User Story 2: As a user, I want to log in to my account, so that I can access my profile.*
- *User Story 3: As a user, I want to reset my password, so that I can regain access to my account.*
- *User Story 4: As an administrator, I want to view and manage user accounts for system security.*
- *User Story 5: As a user, I want to link my account to other services for easier login.*

Definisanje epika

- Prilikom kreiranja epika, potrebno je definisati:
 - Cilj čijem postizanju doprinosi i inicijativu kojoj pripada
 - Opis – šta bi realizacijom epika trebalo da bude omogućeno korisniku sistema
 - Opseg – korisničke priče koje će biti deo realizacije epika
 - Predviđeno vreme realizacije epika

Definisanje korisničkih priča

- Dobijaju se "razbijanjem" epika na manje celine (*Epic Breakdown*)
- Predstavljaju neformalni opis softverske funkcionalnosti iz ugla krajnjeg korisnika
 - Služi da opiše kako će neka funkcionalnost sistema doneti vrednost korisniku
- Prilikom kreiranja korisničkih priča, potrebno je definisati:
 - Opis zadatka, napisan iz ugla krajnjeg korisnika
 - Definiciju "završenosti" (*Definition of Done*) - šta znači da je realizacija priče završena
 - Celine koje će biti isporučene (*Deliverables*)
 - Kriterijum prihvatanja (*Acceptance Criteria*)
 - Pojedinačne pod-zadatke (*Subtasks*) - konkretni zadaci koji vode ka realizaciji priče
 - Vremensku procenu završetka (*Time Estimate*) - potrebno je proceniti kompleksnost realizacije priče

Primer – **Epic**: Enhanced Customer Onboarding Process

- **Goal:** Streamline and improve the customer onboarding process to increase customer satisfaction and reduce onboarding time..
- **Description:** Our current customer onboarding process is slow, manual, and error-prone, leading to frustration and delays for customers. This epic aims to enhance the onboarding process by automating and simplifying key steps and integrating with existing systems to reduce manual data entry and ensure data accuracy.

Primer – User Stories (nastavak 1)

- **User Story 1:** As a customer, I want to be able to sign up and create an account quickly and easily, so that I can start using the service as soon as possible.
 - **Deliverables:**
 - An improved account creation form that simplifies the data entry process and reduces the number of required fields.
 - Automated verification of customer information to ensure data accuracy and prevent fraudulent signups.
 - **Acceptance criteria:**
 - Account creation time reduced by at least 50%.
 - Verification process accurately detects and prevents fraudulent signups.

Primer – User Stories (nastavak 1)

- **User Story 2:** As a customer, I want to be able to upload and verify my identity documents online, so that I can complete the onboarding process without visiting a physical location.
 - **Deliverables:**
 - An online document upload and verification system that uses machine learning algorithms to detect and prevent fraudulent documents.
 - Integration with existing identity verification systems to automate and streamline the process.
 - **Acceptance criteria:**
 - Document verification accuracy rate of at least 95%.
 - Onboarding time reduced by at least 30%.

Primer – User Stories (nastavak 2)

- **User Story 3:** As a customer service representative, I want to be able to track customer onboarding progress and communicate with customers to resolve any issues or questions.
 - **Deliverables:**
 - A dashboard for customer service representatives to track onboarding progress and view customer data.
 - Automated communication tools to send messages to customers and alert customer service representatives of issues.
 - **Acceptance criteria:**
 - Onboarding progress is accurately tracked and displayed in real-time.
 - Customer service representatives are alerted to and able to resolve any issues or questions within 24 hours.

Primer – User Stories (nastavak 2)

- **User Story 4:** As a product owner, I want to be able to measure the success of the enhanced onboarding process and identify areas for further improvement.
 - **Deliverables:**
 - Analytics and reporting tools to track key metrics, such as onboarding time, conversion rates, and customer satisfaction.
 - A/B testing capabilities to test and optimize different onboarding process variations.
 - **Acceptance criteria:**
 - Key metrics are accurately tracked and reported in real-time.
 - A/B testing results are used to make data-driven decisions for further process improvements.

Procene kompleksnosti priča

- Olakšavaju raspodelu priča po sprintovima i članovima tima
 - Pogodne i za procenu efikasnosti tima na kraju sprinta
- Najčešći pristupi:
 - Vremenske odrednice (sati, dani) i
 - Story poeni – mera relativne veličine i složenosti priče
 - Najčešća konvencija: Fibonačijev niz (1, 2, 3, 5, 8...)
 - Pogodna jer izbegava preterano precizne procene, dok veći skokovi reflektuju rastuću složenost

Prioretizacija

- Prioritet epika i priča zavisi od cilja sprinta
- U okviru realizacije projekta, ciljevi sprintova su sledeći:
 - Sprint 1 – realizacija opštih funkcionalnosti
 - Sprint 2 – realizacija glavne funkcionalnosti 1
 - Sprint 3 – realizacija glavne funkcionalnosti 2
 - Sprint 4 – realizacija izveštajne funkcije
- Prioritet dati pričama usko povezanim sa odabranom glavnom funkcionalnošću podсистema
 - Sporedne funkcionalnosti se uvlače u dogovoru sa asistentom

Kraj!

Hvala na pažnji!