

This map holds the ZUGSEIL product development team and its planned availability during the upcoming days. If anything changes to this availability, please notify the line and the product manager as soon as possible.

DEV assignments

26.05. - 30.05.2025.

Nikola Kerkez

60% Pick up manager (3 working days), underestimated and took longer

Ivan Juras

100% Abstract controller

Aleksandar Lazic

40% Pick up manager, 60% Storybook

Živko Rankovic

100% Returns responsive

Petar Ilic

Orders overview internal feedback

[illegible]

Pick up manager: Manipulate shipments extension (AUA)	FE	90%	90%	90%	90%	90%	90%	☐ must be planned this for next week.	☐ must be planned this for next week. Postponed again	100%	Fixing	
	BE	90%	90%	90%	90%	90%	90%	90%		100%	Fixing	
Abstract controller	BE	30%	40%	50%	60%	Nikola Vacation	60%	65%	75%	80%	85%	progress is very slow because of the changes during development
Appointments (responsive)	FE	80%								90%	90%	Waiting for the abstract controller
	BE	80%	81%	82%	83%	84%	85%	86%	87%	90%	90%	
Regular shop - responsive (SBB)	FE		10%	50%	80%	QA testing	Done					
	BE					QA testing	Done					
EMA remote shop	FE										30%	Depends on the abstract controller
	BE											
Regular remote shopping	FE											Depends on the abstract controller
	BE											
Catalogs Designer (skinny version)	FE											Not even started
	BE											

Development tasks

This contains the tasks at the entire team. Each week contains these information according to the progress of the task:

- Phase 1: **RFD** Ready for Development
- Phase 2: In development --> Progress in %
- Phase 3: **DEV testing** - Developers finished development but are doing QA on their code
- Phase 4: **QA testing** - QA is having this on their table
- Phase 5: **Fixing** - QA returned with some flaws
- Phase 6: **Code review** - The code will be reviewed
- Phase 7: **Done** - Ready for deployment
- Phase 8: Working on feedback from client (initially unspecified additions, extensions)

Related articles

- [Dev:Product Development](#)