



Instituto Tecnológico y de Estudios Superiores de Monterrey

Construcción de software y toma de decisiones

Etapas 3 y 4

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Docentes:

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1. Executive presentation of the proposed solution.

Here's a link that will directly redirect you to our presentation.

https://docs.google.com/presentation/d/1bC19aoYlggZmsY7MxaSv_1eL7JvYNgi4FsebhUWcA6Q/edit?usp=sharing

2. Functional specification and system architecture.

Functional specifications

Authors:

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02/05/2022

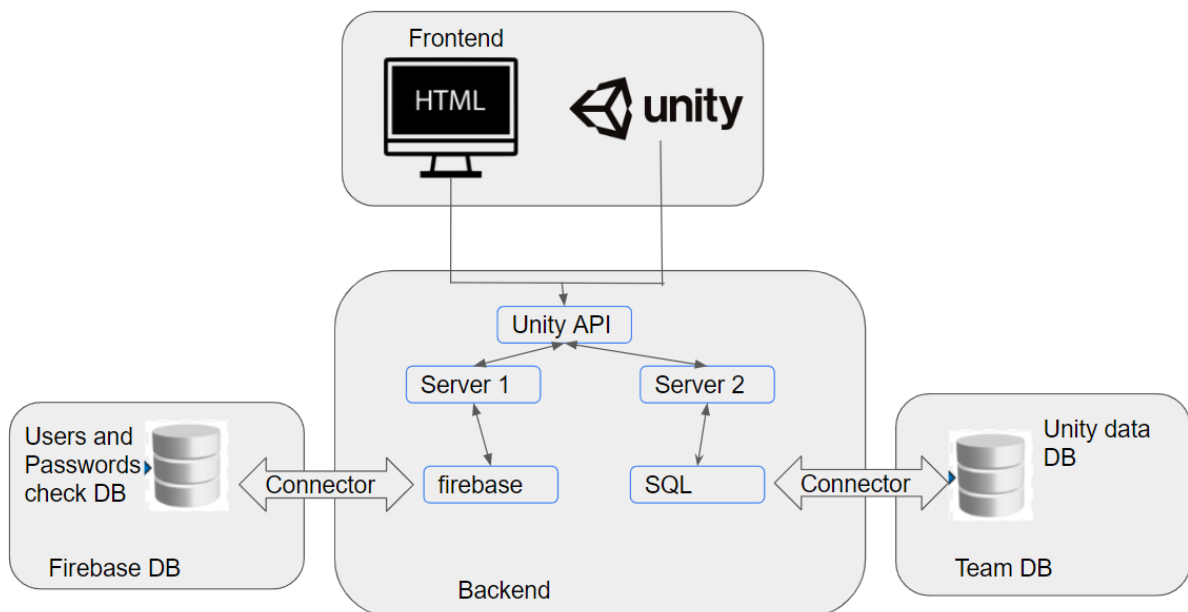
Functional specifications of a VideoGame connected to Database

Test Name	Role	Variables involved Inputs and outputs
Verify correct user data (User)	Checks the correct connection to the database, to later check with the database constraints if they are making the correct inputs	inputs: User: varchar(50), ID_Player: int Email: varchar(50), Birthday: DATE ID_Character: int

		<p>GameTime: int,</p> <p>Country: varchar(50),</p> <p>GameQuantity: int</p> <p>outputs:</p> <p>User: varchar(50)</p> <p>Password: varchar(50)</p>
Display of correct data (PAS)	Checks if you are logged in as an Administrator of the Database, to later display the data obtained from the game.	<p>inputs:</p> <p>User: varchar(50)</p> <p>Password: varchar(50)</p> <p>in this case</p> <p>if user is an Administrator user do</p> <p>else:</p> <p>do not show critic data</p> <p>outputs:</p> <p>UserName: varchar(50),</p> <p>Email: varchar(50),</p> <p>Birthday: DATE</p> <p>GameTime: int,</p> <p>Country: varchar(50),</p>
Correct Login (User and PAS)	Check if every user is able to see the special data, that are exclusive for the use of the Administrator	<p>inputs:</p> <p>User: varchar(50)</p> <p>Password: varchar(50)</p> <p>in this case</p> <p>if user is an Administrator user do</p>

		else: do not show critic data outputs: DashBoard: tables, diagrams
Successful sending Unity data to the cloud	Substantiate the correct operation of all features implemented in the game using Unity which will allow us to send the data online	inputs: Game Features outputs: Data Send To Database

System architecture



3. Summary of amount of effort (hours) applied in the inception, design, construction, testing and release of the system.

Team Members	Hours applied in the inception	Hours applied in the design	Hours applied in the construction	Hours applied Testing and release of the system
Yahir Cortés Rodríguez	3	1	40	0
Carlos Alan Gallegos Espindola	1	25~	1~2	3~4
Maximiliano Carrasco Rojas	1	3	20~23	8
Víctor Martínez Román	1	1	35	0

- 4. Videos where the project features are demonstrated, showing the information flows for each user type. Delivery: Open link to youtube. 10 minutes. 10 minutes or less in length.**

Link: https://youtu.be/EXIJi_J_WWc