

ASTRO

Specialized bot to take orders



OUR COMPANY

We are a company dedicated to repairing and maintaining Xbox One controllers at a fair price. Without a doubt, if you will leave your control in the hands of someone, we are the best option.



REPARACIONES

ABOUT THE PROJECT

The product that will be developed, will be, in essence, an automatization of the customer service system on a generic business of reparations. This product is expected to be implemented on the enterprise's Telegram. The product also will develop a register of the client's data



PROJECT UPDATE

Project Status

The project has had a transition to another programming language, so there has been a delay in the established dates.

Project Summary

- Database created
- JavaScript difficulties for backend development
- Bot uploaded to the cloud

Plans for Next Week

- MVC Design
- Switch to Java language
- Have at least 85% of the bot done

		Planned Date		Actual Date		
Tasks	Status	Start	Finish	Start	Finish	%
Bot creation	Ongoing	11/08	12/05	11/11	-	60
Database creation	Completed	10/14	10/28	10/14	10/28	100
Creation of classes and packages	Ongoing	09/28	10/12	11/25	-	40
Upload everything to the cloud	Ongoing	12/09	12/11	11/23	-	50

PROJECT UPDATE

0-1 Month

Release 1.0

- Define project
- Class Diagram
- Document

First delivery

After a month, the project and how it would be carried out was defined.

0-2 Months

Release 2.0

- Creation of the database
- Progress with the bot
- Upload to the cloud

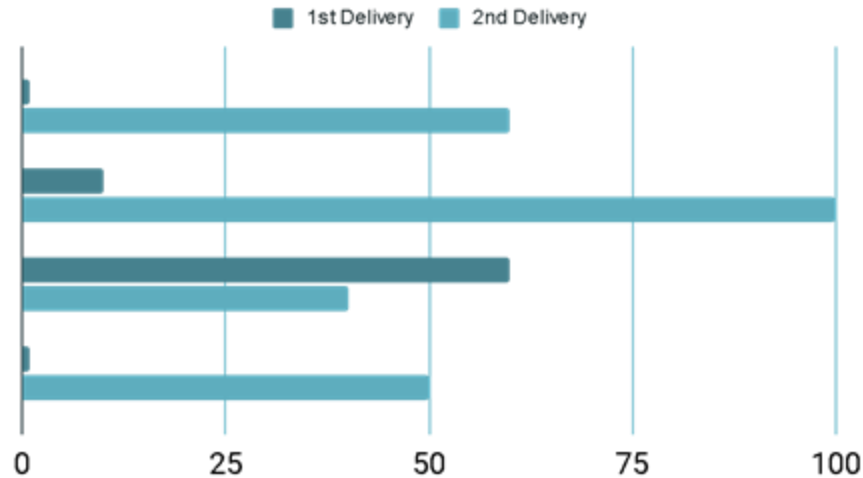
Second delivery

38%

The outstanding 38% will be completed within the next 3 weeks

OUR PROGRESS

OBJECTIVES



62%

Progress

38%

The rest

IN THE FUTURE

We expect to finish the project completely, working correctly from the cloud.



THE GREATEST RISKS



Lack of time

We are very close to the delivery date, and one of the biggest risks we have is time, as it makes it difficult for us to move forward calmly.



Non-object oriented language

When using JavaScript for the Telegram bot, we have the disadvantage that this language is not object oriented, this makes it difficult to reuse code and connect classes.

OUR TEAM

RUTH CASTRO

Development
team

ENRIQUE CHIM

Development
team



RAFAEL PEREA

Scrum máster

OMAR ARIAS

Business
owner/Development
team

THANK YOU!!!!!!

