

METHODOLOGY

In order to carry out our project we used/implemented an incremental methodology. This is because this methodology focuses on the progressive and continuous delivery of functionalities during the development cycle. Unlike traditional methods, which follow an "all or nothing" approach by delivering the complete software at the end of the project, the incremental methodology divides the development in smaller and more manageable increments, which allows us to fit in this stage of the semester when we cannot dedicate 100% of attention/effort to a single work/subject because many professors leave their final projects at this point.

On the other hand, it is good for us because we can modify little by little and see what we must improve, remove, move, maintain, etc. in such a way that we do not have to wait until the end of the delivery to be able to see what our errors are causing that the modifications and even the later updates are more complex because we must look in which part of our vast code is the part to modify and in many occasions this causes great modifications to our project or even catastrophic errors/catastrophic failures.

In the incremental methodology, software is developed and delivered in successive stages called increments. Each increment is a functional version of the software that adds new features or functionality to the system. These increments are developed in iterative cycles and each cycle includes activities such as requirements analysis, design, implementation and testing; it allows us to put in place our Gantt chart to have our progress, maybe not exactly as stipulated but as close as possible, on the other hand also allows us to make use of the GitHub tool to create our commits and see the modifications over time in different parts of our project not only at the code level but at the project level completely, from documentation to object modeling and texturing.