

# Methodology

## SCRUM

We will use the agile method because it improves the situation with a developer its more clear and it gives more value in the process development, let's say it's an agile and easy way. Also, when it has short interactions with constant feedback it creates a bigger motivation, it makes the projects less monotone and more agile for the product we want to work with.

We used this methodology because we are a team of four members that work in a collective way and our project will last four about a month.

This methodology fits perfectly because the steps must be quick in intervals of time different, exact and organize. Our product owner is ourselves and we decide it to end with this project in less time because we have a small budget and we need to sell this program, this methodology benefit us, that's why we want to work with it.

Why we use it Scrum?

We are a team of four people working in a collective way and our project will take one month approximately.

This methodology fits perfectly because the steps need to be so fast in different, exact and ordered intervals of time because our Product Owner is ourselves and we decided finish this work in less time because we have a short budget and we need to buy this program, also because the scrum master in

Other causes are that we want and need to be a highly productive team...

We would use it in our project because scrum its center in adjusting the results and answer the real and exact requirements of the clients in this case our teacher, we will work with this:

- Definition of the project
- Users' stories
- Table
- Planning Poker
- Team Velocity
- Programing

These tools will function to us for having a good work because they are organizing and precisely.

## PROFILES

In a Scrum team several profiles have a roll:

Profiles	Definition	Who will working in this?
Product Owner	Is the person responsible of the success of the product from the point of view of the clients. This person defines the project objective and focus and maximize the cost effectiveness of this product.	<p>The Lic. Victor Ramirez defines the product and the objective that we need to have, the cost effectiveness and the utility of the product.</p> <p>We choose the professor because he teaches us the learning objectives with acceptance criteria</p>
The Scrum Master	It's the coach of the rest of the team and the one that helps to achieve the maximum level of productivity and guarantee the objectives.	Lic.Aldo Mex is the one in charge who knows if the product owner is going in a correct way.
The Scrum Team	<p>Its form from all the necessary individual for the construction of the product realize a fundamental work:</p> <p>Chasing a common objective, with auto management and auto organize structure.</p>	<p>Lic. Rub Noh</p> <p>Lic. Aldo Mex</p> <p>Lic. Giselle Valdes</p> <p>Lic. Susan Arjona</p> <p>This people are working on the development of this project they define the results and the quantity of time its require.</p>
The Stakeholders	It's the people that will receive some benefit from this project (merchants, owners, directors).	Computers Enterprise (HP, Lenovo, MSI, Apple, etc.)

The team members have different sets of abilities, they help each other, this way nobody becomes a leader in the delivery of the work. All the members help each other to secure a successful ending of the sprint.