Introduction



A1.0 Learning activity

Project's constitutive act elaboration.



Instructions

- Based on the provided information by the teacher about design's thinking emphatize phase, develop the indicated activity from the development's section, and if necessary make a brief investigation about tools to collect information for the customer requirements analysis.
- Every activity or challenge must be realized using Markdown style with .md extension and VSCode development environment, it has to be as a single page document, which means if the document has images, links o another external document it must be accesed from tags and links, and must be named with the nomenclature A0.1_ActivityName_StudentName.pdf.
- As a requirement the .MD file must contain a tag of the link to the repository of your GITHUB document, for example a Link to my GitHub and after finishing the task it must be submitted to Github.
- From the .md file export a .pdf that must be uploaded to Classroom in the corresponding section, serving as evidence of turned in, since being the official platform here you will receive the activity's result. Considering that the .PDF file was obtained from the .MD file, both must be identical.
- Your repository, besides containing a **readme**.md inside the root directory containing student's information, team, subject, career, teacher's information, and also a logo or pictures, must contain a section of contents or index, which are links to your md documents, try not to use text to indicate internal or external links.
- It's suggested to use a structure similar to the one indicated below, however, you can use any other structure that can help you organize your repository.

```
readme.md
blog
 | Cx.1 NombredelaActividad.md
| | Ax.1 NombredelaActividad.md
 diagrams
docs
  html
| img
| pdf
```



Development

- 1. Make the attached document following the instructions of the constitutive act.
- 2. Register the requested data in each one of the sectios of the constitutive act for the study case.

Enterprise:	
Project's Name:	The Vid of Knowledge
Type of Project:	Knowledge Management System
Sponsor:	Jaime Leonardo Enriquez Alvarez
Product's Owner:	José Enrique Cisneros Acosta
Project Manager:	Roberto Bernal Arellano
Scrum Master:	Kevin Aryam Christopher Pimienta Castillo

Document's Purpose

This document defines the general description, objectives and participants of the project. It is mainly related to the authorization of the project start. This document also provides a description of the current situation, high-level requirements, success criteria, risks, and opportunities.

Purpose/Justification:

It is intended for the industrial market of Tijuana, which is constantly creating information, a knowledge manager that allows creating, searching, sharing and rate informative documents.

Project's Description:

It consists of a platform that allows the users of a company to create publications to which files of different types can be attached; users can search and access these publications at any time.

Preliminary scope of the project:

Make posts with support files, and that these are shown when searching for them.

Expected results/Benefits:

A platform where the users can create, rate, search and share informative documents at any moment.

Benefits:

- -It will facilitate access to information.
- -Decreases the necessity to create information.
- -It allows to know the quality of the information.

High-level project requirements:

Requirements	Success criteria
Store files.	Files are uploaded to the system .
User Login	Authentication with the company database.
Search information	A search engine with filters will be used.

High-level project requirements:

Information evaluation Users will be able to rate posts .

Milestones

Users comment between each other via posts

Users creates posts

Searches are carried out with filters.

Connection with the company's database is established.

Risks

- Short period of time

- Having trouble with the database connection

- Difficulties at the filter search bar creation

Estimated Preliminary Cost / Budget

- Programmers / Designers: 4 programmers (2100 x 4) x 12 weeks = \$100,800 MXN

- Patent registration: \$251 MXN

- Name registration: \$8,460 MXN

- Total cost: \$109,511 MXN

Interested in the project

Interested	Role	Responsibilities	Telephone	Email
José Enrique Cisneros Acosta	Scrum Master	Delete product delivery impediments, manage the Scrum process.	664-457- 2484	jose.cisneros@gmail.com
Kevin Aryam Christopher Pimienta Castillo	Product Owner	Analyze the project. support the general development and documentation of the application.	664-896- 6987	kevin.pepper@gmail.com
Roberto Bernal Arellano	Scrum Team	Provide continuity in the project and its programming, design, layout and prototyping.	664-123- 6321	roberto.bernal@gmail.com
Esmeralda Sandoval Salazar	Scrum Team	Support with the design, structure of the document and provide solutions for possible errors that may arise.	664-745- 3284	esme.sandoval@gmail.com
Assumptions				

Assumptions

Users are familiar with the use of a web interface, be it computers or mobile devices, and research platforms.

Restrictions

The project must be completed within the established deadline, it must also have a fixed budget and will have a scope for interested users to expand their knowledge on specific topics.

Project authorization

Name	Position	Signature	Date
Jaime Leonardo Enriquez Alvarez	Patrocinador	Leonardo Enriquez	06/04/2021

Conclusions

1. Bernal Arellano Roberto

The making of this part of the project was kind of hard but at the same time it was so useful. It was difficult to think about everything that our platform can and could do, thinking all the requirements to put it on our constitutive act was hard cause you can think of something that you consider is important but can miss something that was more important than the thing you think before, but all the risks, expected results, etc were necessary to complete this document that allows us to describe it and all its implications and requirements to develop a working platform and describe it to our final users and interested sponsors.

2. Cisneros Acosta Jose Enrique

When we start working in the of software development area, we have the idea that it is only to develop the project but it is not like that, there are several steps that are carried out before this and one of these is the articles of incorporation, which allows us to know everything about what It will happen with our project and from there we can start the development process.

3. Pimienta Castillo Kevin Aryam Christopher

In this document it has been possible to further dimension the characteristics of the KMS system. In the process of making this constitutive act we had to work with the benefits, the high-level requirements and the milestones that seemed easy to do, but in reality we had to think very well how these elements interacted with each other.

4. Sandoval Salazar Esmeralda

In conclusion, the constitutive act is very important in the moment of making any project that we can have in mind. This is a legal document that has to be an essential part or our organizacion/enterprise documents, which means that it has all the necessary data to clarify the meaning and purpose of our organization's project. The format of the constitutive act depends on all the requirements and type of organization that we think is needed, and we can personalize it, add or delete things that we think are needed or not.



Criteria	Description	Score
Instructions	Is each one of the points indicated in the section fulfilled?	10
Development	Was each one of the points requested within the development of the activity answered?	60
Demostration	Does the student introduce himself during the explanation of the functionality of the activity?	20
Conclusiones	Is a personal opinion of the activity included by each of the team members?	10

A Github repository