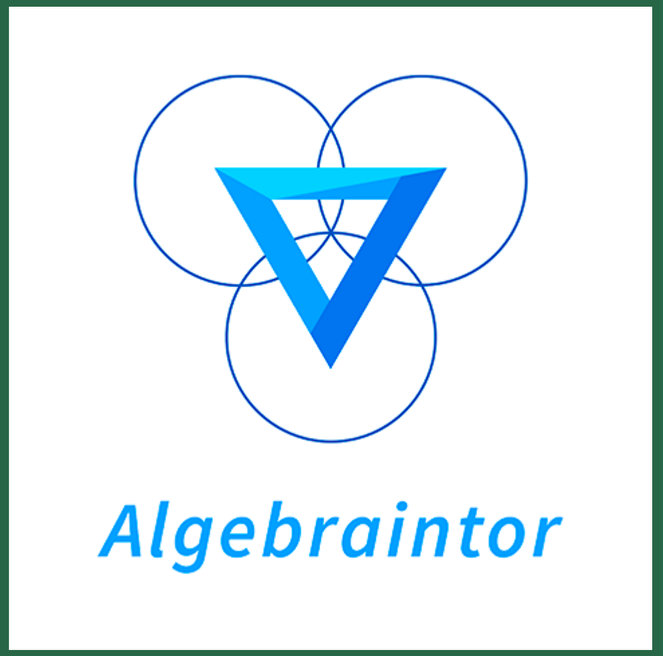
December 2022

Final Project

Algebraintor



UNIVERSIDAD AUTÓNOMA DE YUCATÁN

Facultad de Matematicas

Subject: Fundamentals of Software Engineering
Professor: Edgar Cambranes

Team members:

- *Aguilar Moreno Ashley Shaden*
- *Cadena Méndez Arturo*
- *Huerta Méndez César Alejandro*
- *López Delgado Osmar Jesús*
- *Pineda Alvarado Frida*
- *Reyes Martínez Miguel Ángel*

Presentation by

Team 5

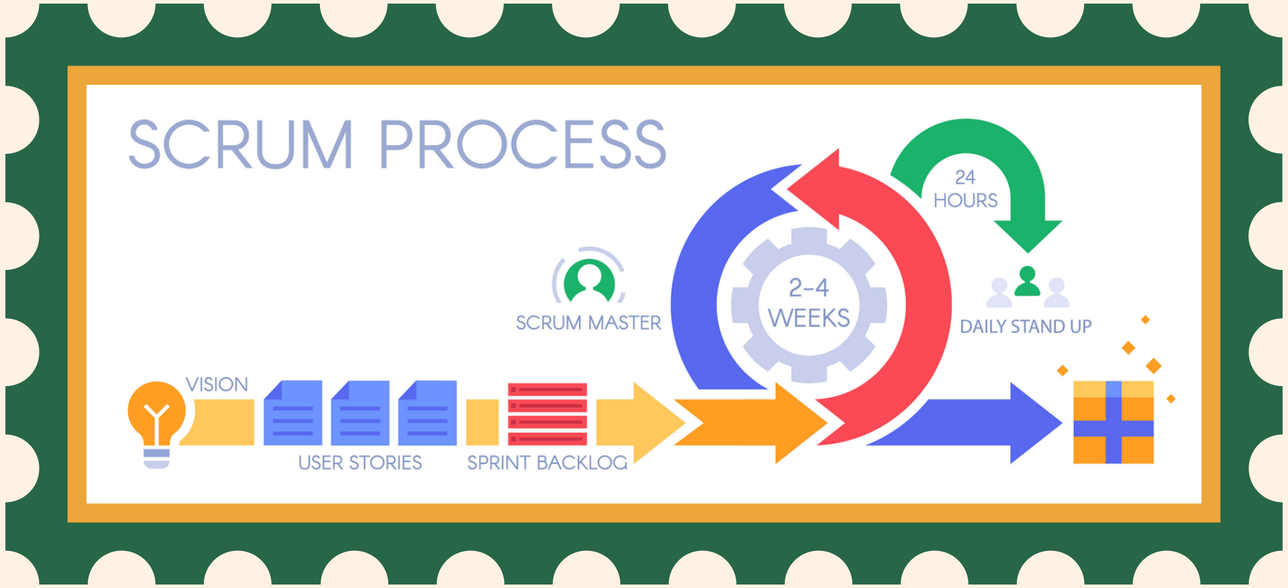
First Deadline

Repository Creation

Looking for a place where we could work together and track the project progress, we found out that GitHub was the best place for us. We learnt their basics and fundamentals and created a repo where we worked throughout all the process.

Methodology

To manage the way to carry out this project we used the Scrum methodology as a basis, however we did not follow it in its entirety due to several factors such as the context of our team and certain setbacks that arose along the way.

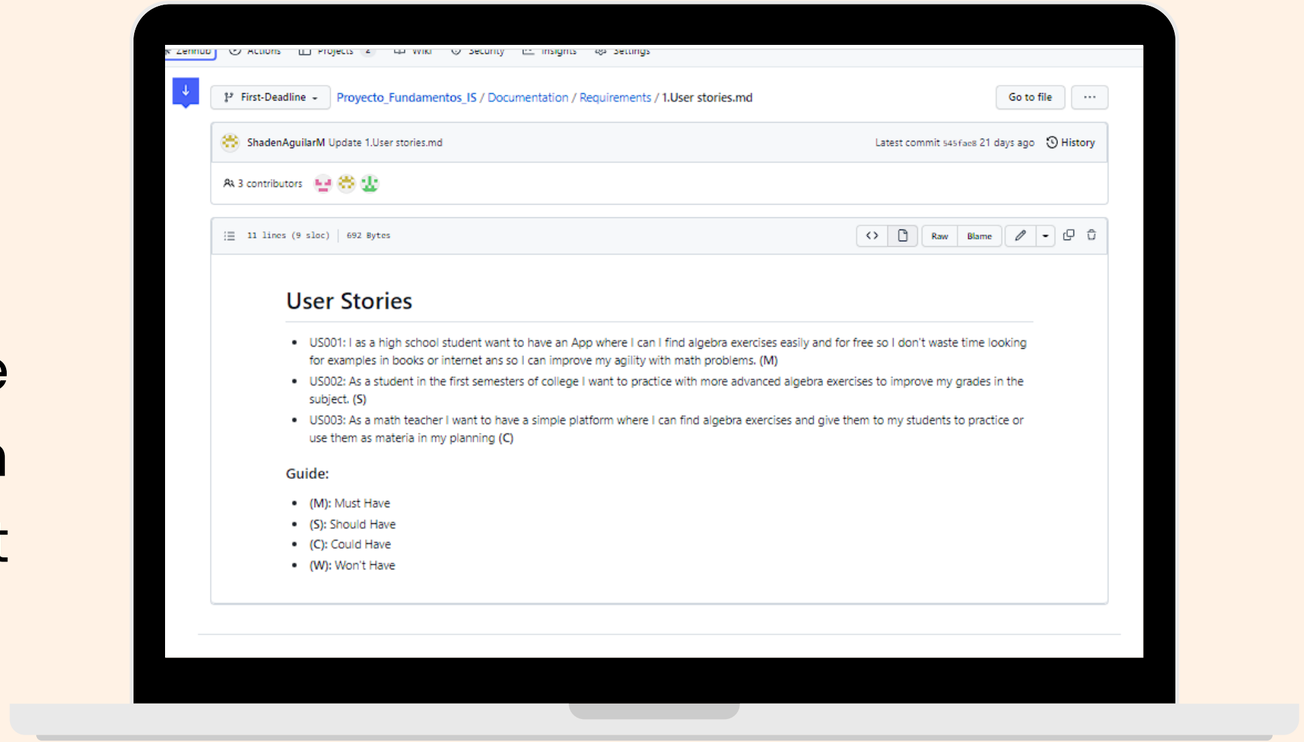


Requirements

Two types of requirements were made: Functional and non-functional. The Moscow method was used in the requirements, which is a four-step approach to prioritizing which project requirements will provide the best return.

Artifacts

Through Google Forms we were able to get useful information that we used to write the first versions of the user stories.



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Second Deadline

Sprints

In our case, each sprint lasted approximately one week, and each sprint had an average of three activities, except for the fifth sprint, since it was the last one and because of the organization of the team.

Evolution of requirements

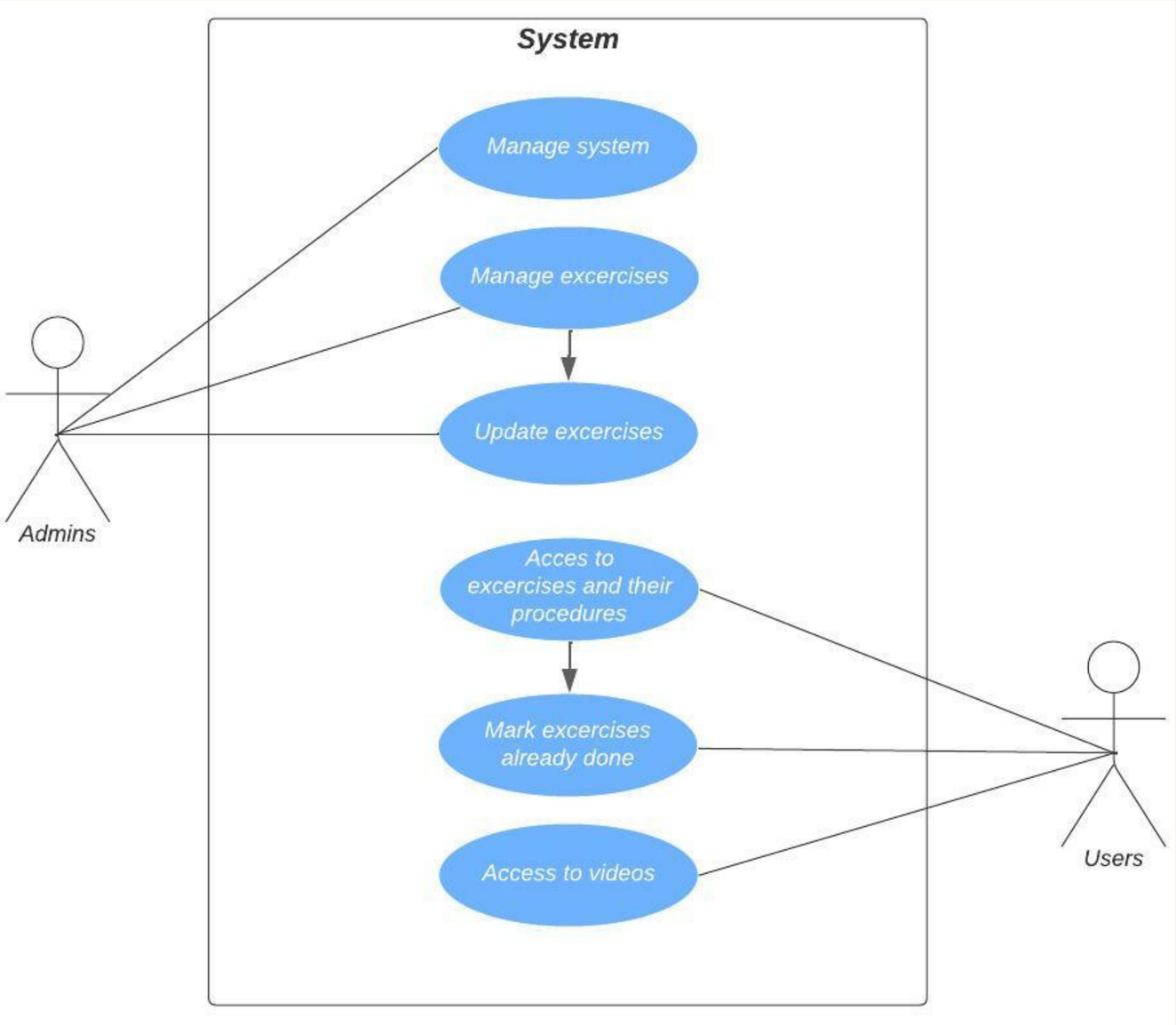
1rst Deadline: 8 FR - 5NFR

2st Deadline: 8 FR - 5NFR

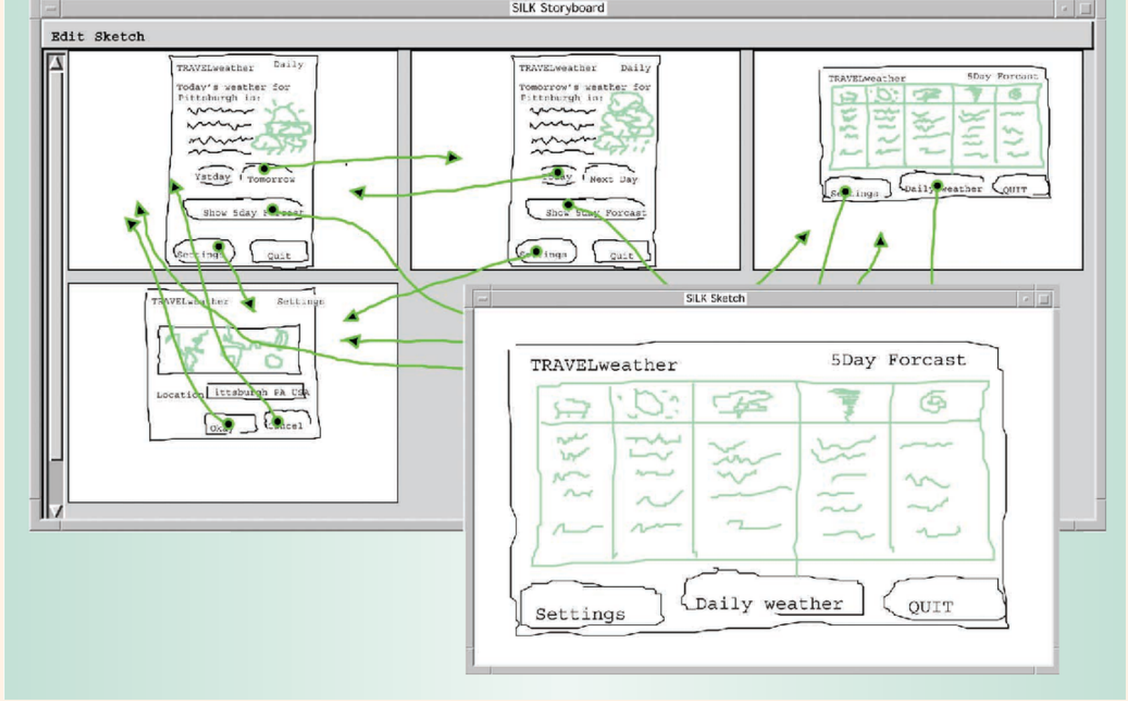
There were quite a few changes to the requirements, as well as some were removed, others were modified and there were also mergers.

Artifact Refinement

A new artifact was made, and the user stories were improved during the development. In this case the new artifact was a use case diagram.



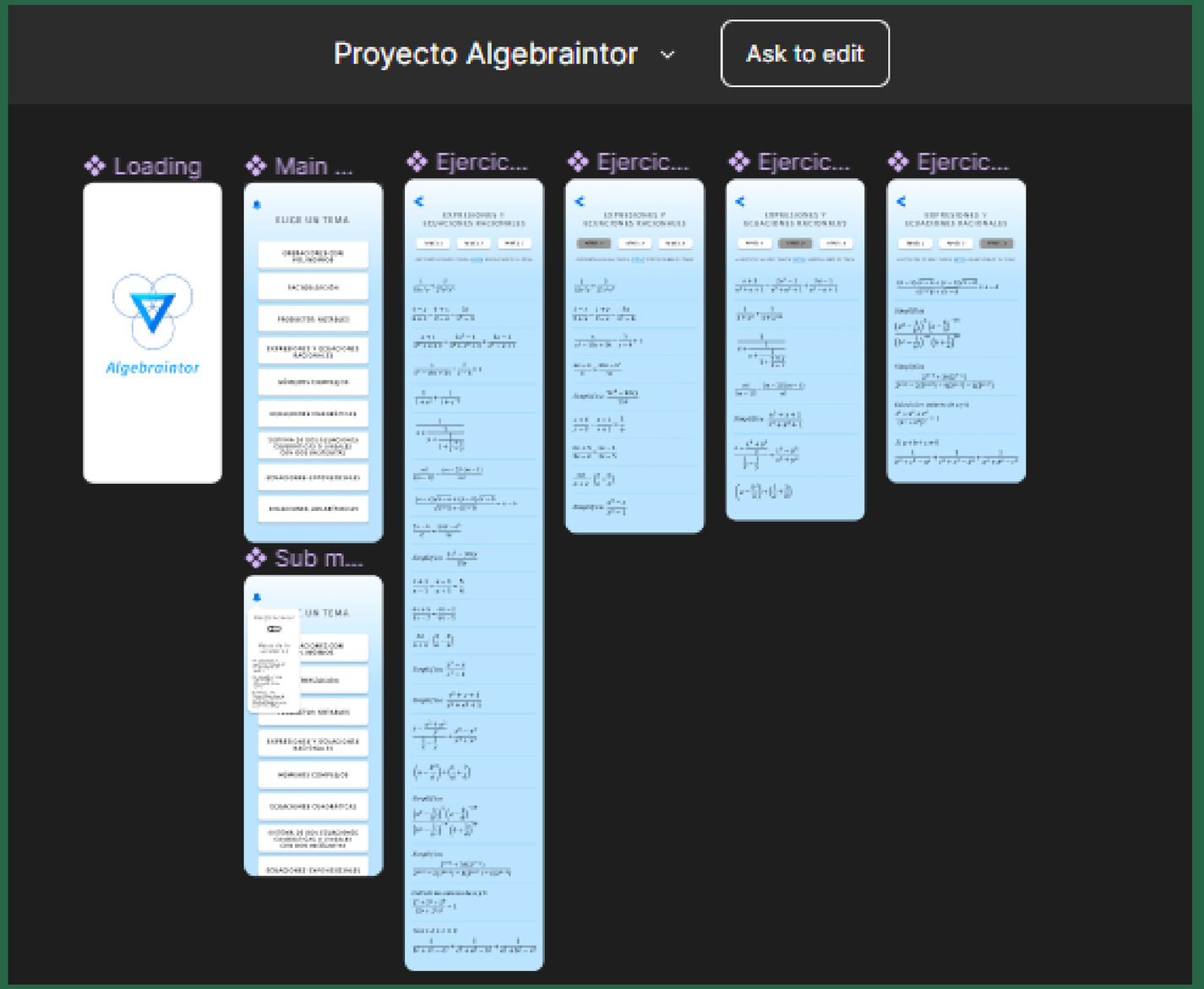
Sketch of interfaces



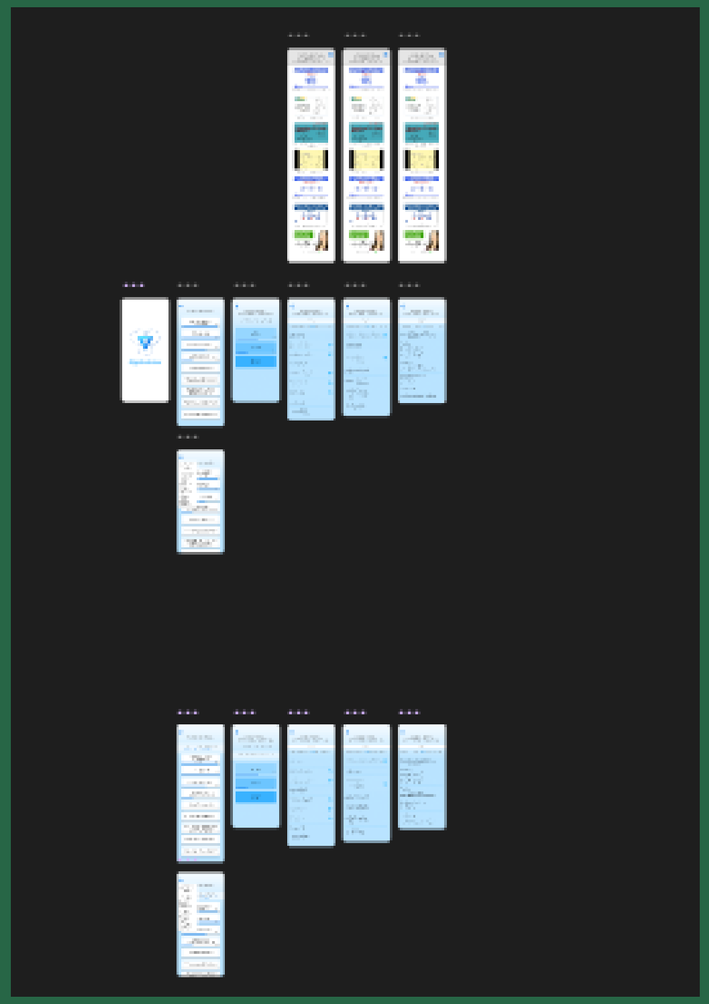
In this part of the project, prototypes of the application were made. In our case we made three prototypes, one in powerpoint and two in figma **(DESPUES DE ESTA DIAPO VA EL VIDEO DEL PRIMER PROTOTIPO)**

VIDEOOOOOO

Second Prototype

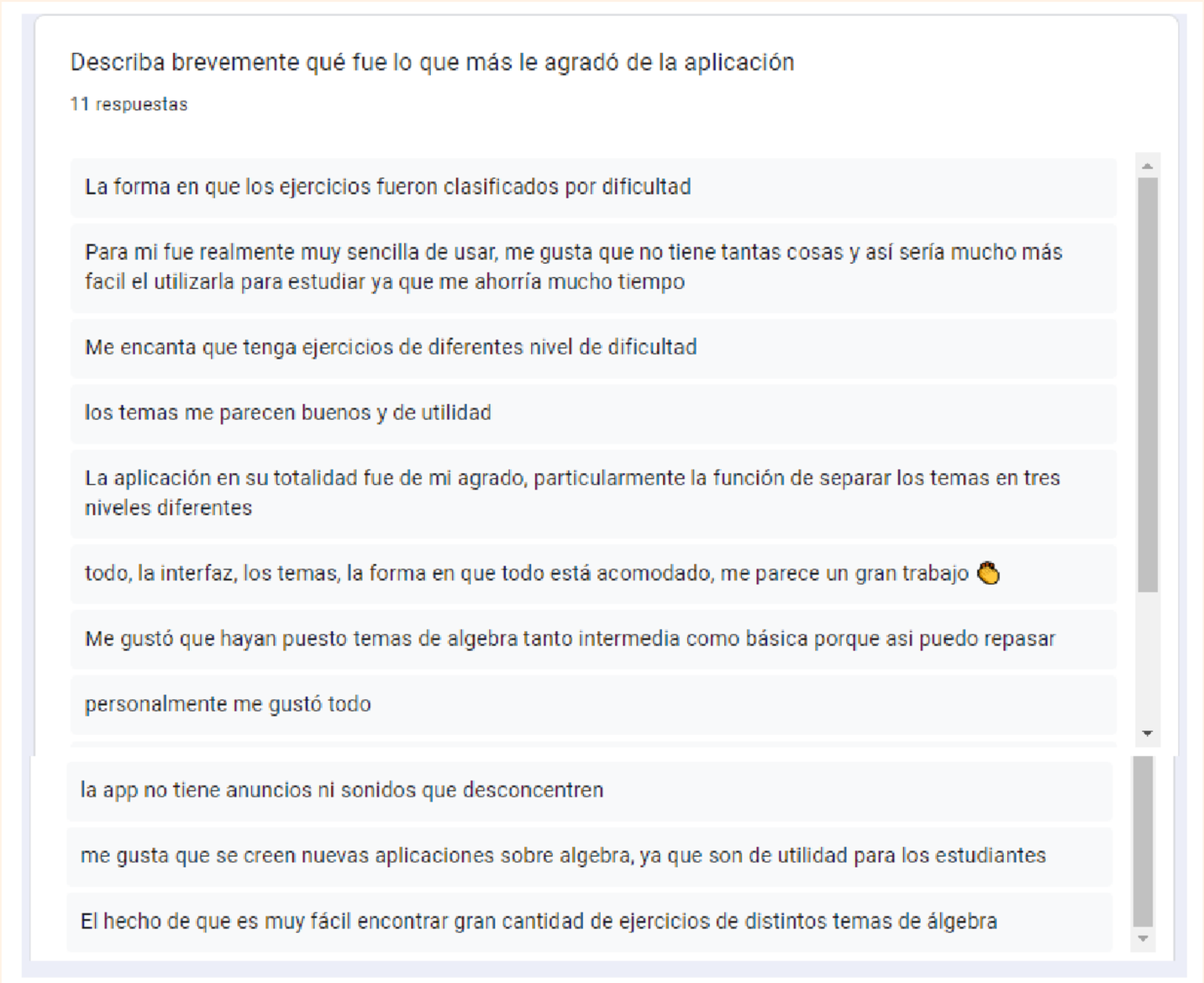


Third prototype



Validation of interfaces

For interface validation, we asked classmates to make use of our prototype. Subsequently, we ask them to answer a satisfaction survey .


Describa brevemente qué fue lo que más le agradó de la aplicación
11 respuestas
La forma en que los ejercicios fueron clasificados por dificultad
Para mi fue realmente muy sencilla de usar, me gusta que no tiene tantas cosas y así sería mucho más facil el utilizarla para estudiar ya que me ahorría mucho tiempo
Me encanta que tenga ejercicios de diferentes nivel de dificultad
los temas me parecen buenos y de utilidad
La aplicación en su totalidad fue de mi agrado, particularmente la función de separar los temas en tres niveles diferentes
todo, la interfaz, los temas, la forma en que todo está acomodado, me parece un gran trabajo 👏
Me gustó que hayan puesto temas de algebra tanto intermedia como básica porque asi puedo repasar
personalmente me gustó todo
la app no tiene anuncios ni sonidos que desconcentren
me gusta que se creen nuevas aplicaciones sobre algebra, ya que son de utilidad para los estudiantes
El hecho de que es muy fácil encontrar gran cantidad de ejercicios de distintos temas de álgebra

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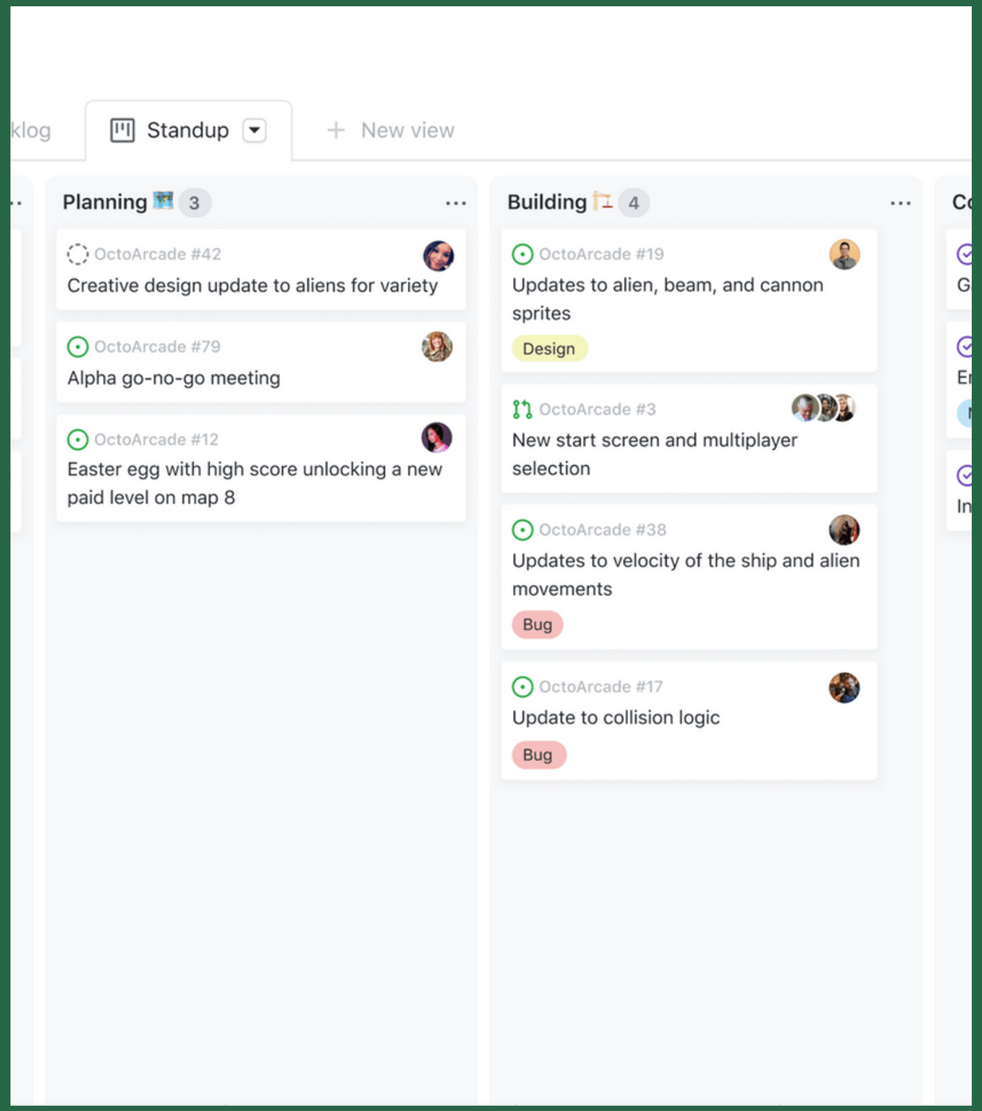
Third Deadline

Organization

For the organization of work, the “Projects” tool from GitHub was used. Here, to each activity were assgined points according to its difficult, as well it indicated who was in charge of that task.



Apps and services used

Canva

YouTube

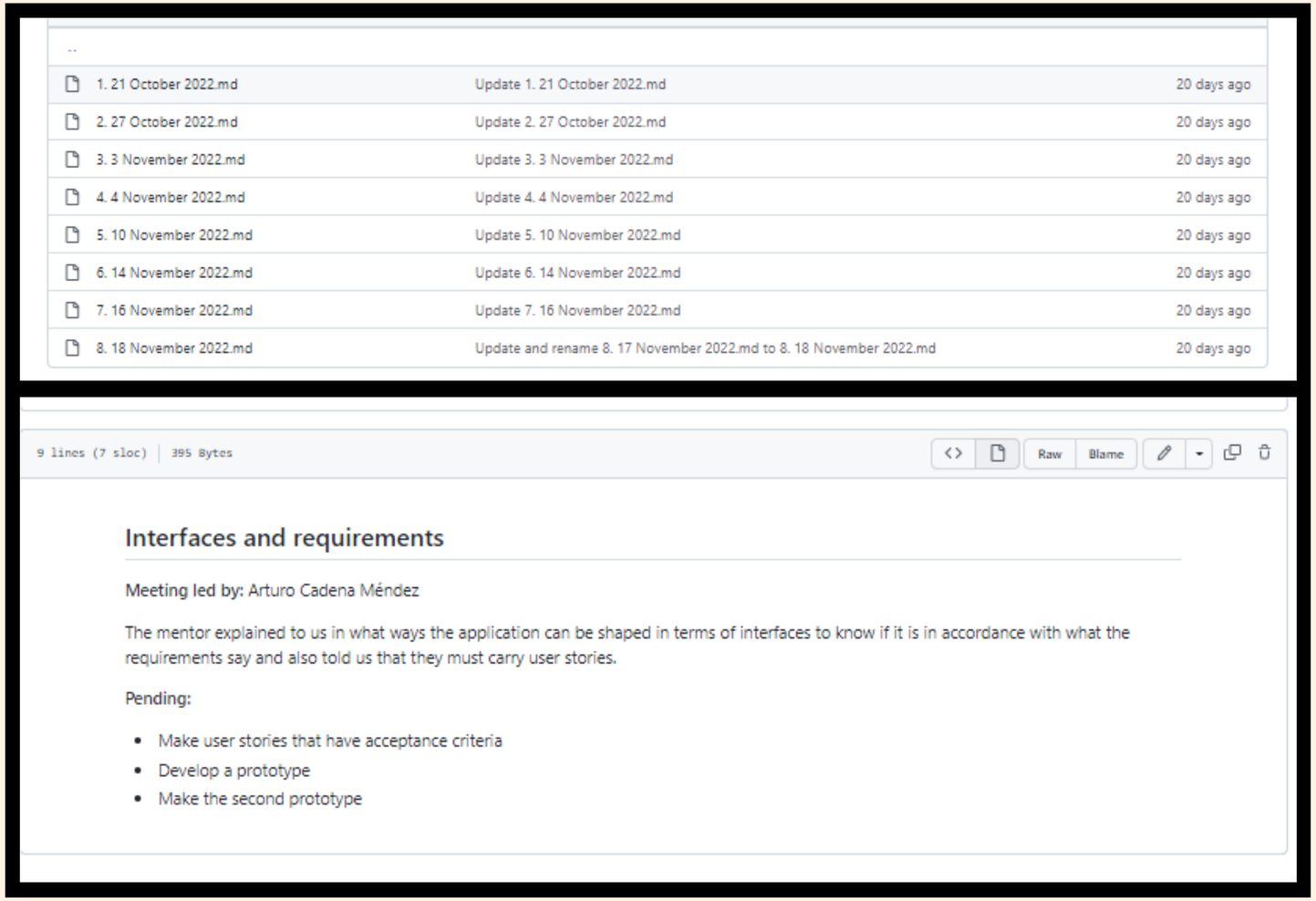
GitHub

Figma

WhatsApp 2

Binnacles

The logs had a record of what was done in each meeting and the pending that were established.



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1. 21 October 2022.md	Update 1. 21 October 2022.md	20 days ago
2. 27 October 2022.md	Update 2. 27 October 2022.md	20 days ago
3. 3 November 2022.md	Update 3. 3 November 2022.md	20 days ago
4. 4 November 2022.md	Update 4. 4 November 2022.md	20 days ago
5. 10 November 2022.md	Update 5. 10 November 2022.md	20 days ago
6. 14 November 2022.md	Update 6. 14 November 2022.md	20 days ago
7. 16 November 2022.md	Update 7. 16 November 2022.md	20 days ago
8. 18 November 2022.md	Update and rename 8. 17 November 2022.md to 8. 18 November 2022.md	20 days ago

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Raw Blame

Interfaces and requirements

Meeting led by: Arturo Cadena Méndez

The mentor explained to us in what ways the application can be shaped in terms of interfaces to know if it is in accordance with what the requirements say and also told us that they must carry user stories.

Pending:

- Make user stories that have acceptance criteria
- Develop a prototype
- Make the second prototype

Contribution Metric

Accountables	Total activities asigned	Total Activities Completed	Points obtained in the activities	Attendance	Based on 100%
Ashley Shaden Aguilar Moreno	22	22	48/48 = 100%	19	100.00%
César Alejandro Huerta Méndez	23	23	48/48 = 100%	19	100.00%
Osmar Jesús López Delgado	21	21	48/48 = 100%	19	100.00%
Frida Pineda Alvarado	23	23	48/48 = 100%	19	100.00%
Miguel Ángel Reyes Martínez	22	22	48/48 = 100%	19	100.00%
Arturo Cadena Méndez	24	24	48/48 = 100%	19	100.00%
Ponderation	10%		80%	10%	

Number of meetings	19
Average points	48

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Team 5

Fundamentals of Software Engineering

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Thank You!