Ingenieria Software

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Funtional and Non-functional Requirements

1. Functional Objectives

a. High Priority
- The system will allow login with a username and password. If you do not have one, the new user will be able to create one by registering his/her data.
- The system will reflect the units with their respective lessons. In addition, it shall store the progress of the lessons.
- Lessons upon completion will be evaluated to generate a score indicating progress.
- The system shall allow professors to view the progress to any student.

b. Medium Priority
- Application should allow students to repeat the lessons as many times as they can, the time taken for each lesson, the number of attempts in each lesson, percentage correct for each unit, percentage complete for each unit, whether the student was late.
- Block the units if they are not completed in a specific order.

c. Low Priority
- Include a part in which the professor can comment or give feedback on the work.
- The teacher will be able to create and block units from the platform.

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2. Non-Functional Objectives

a. Usability
- The system will have an easy to understand and use methodology.
- It is not necessary to be an expert to be able to use the application, since it is designed to learn from 0.

b. Performance
- The system is designed for a single user
- The system must have internet access

c. Security

- The application must be persistent against attacks, which is why we implement services between the application and the database, to make accessibility and data theft even more difficult.

d. Supportability

- The application is open to maintenance if faults have been found within it, which the work team must support as soon as possible. In addition, it is open to continuous improvement of itself.

e. Online user Documentation and Help

- A manual will be developed on how the application would work, in addition to implementing an email in case the user has more questions about the operation of the application.

f. Purchased Components

- At the moment, no money was spent on implementing our app, since everything is done locally. At first, the application was thought to be free for all people.

g. Interfaces

- The application interface is designed to be as minimal as possible, to try to get the user's attention.