OSIRIS

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SOME OF OUR PROGRESS AND DECISIONS

We decided on the form of our project, this being an application

Instead of coding, we choose to focus on the design and prototyping of our application

In this increment, we finished the wireframe and our first prototype

We also decided to focus on our tests in order to polish the prototype

DEVELOPMENT SUMMARY

DESIGN

Model the wireframe prototype (low-fidelity)

REQUIREMENTS

Specify the requirements and the use cases of our application

TESTING

Design and perform multiple tests against our prototypes

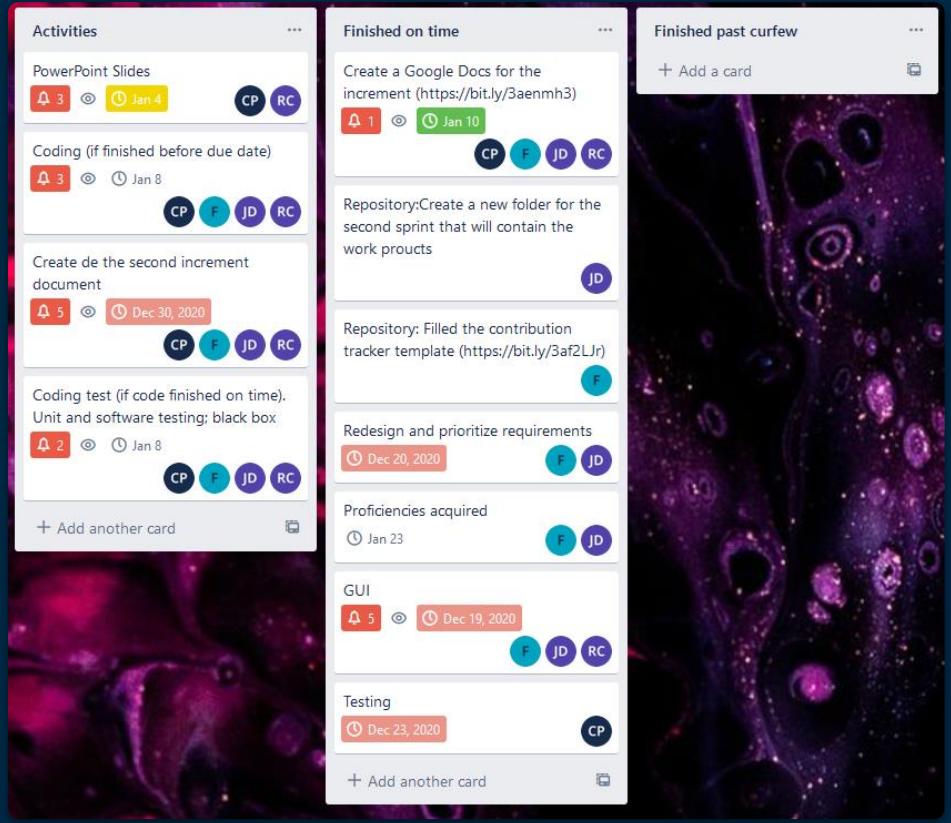
IMPLEMENTATION

Build the final prototype (high-fidelity) using the wireframe as a template

PROJECT PLANNING

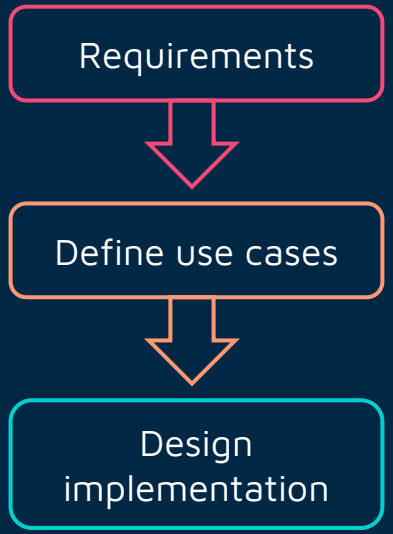
We used **Trello** for the assignment and monitoring of duties

Our ScrumMaster gave each member an activity, according to each of our own abilities, to finish by a set due date



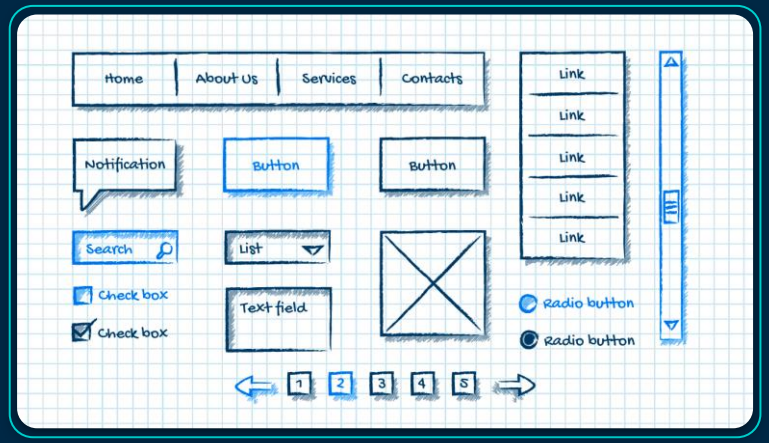
REQUIREMENT REFINEMENTS

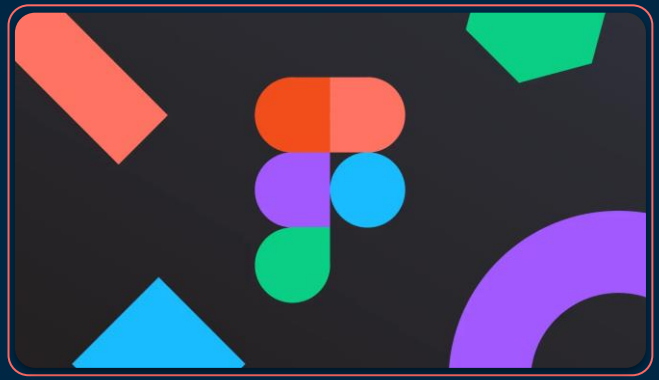
Using our initial requirement document, we specified the use cases of the functionalities that must be implemented in our application. Each use case was implemented in the wireframe design.



DESIGN

Wireframing allows us to sketch out our application using a **unified design** that consists of **simple shapes and text**

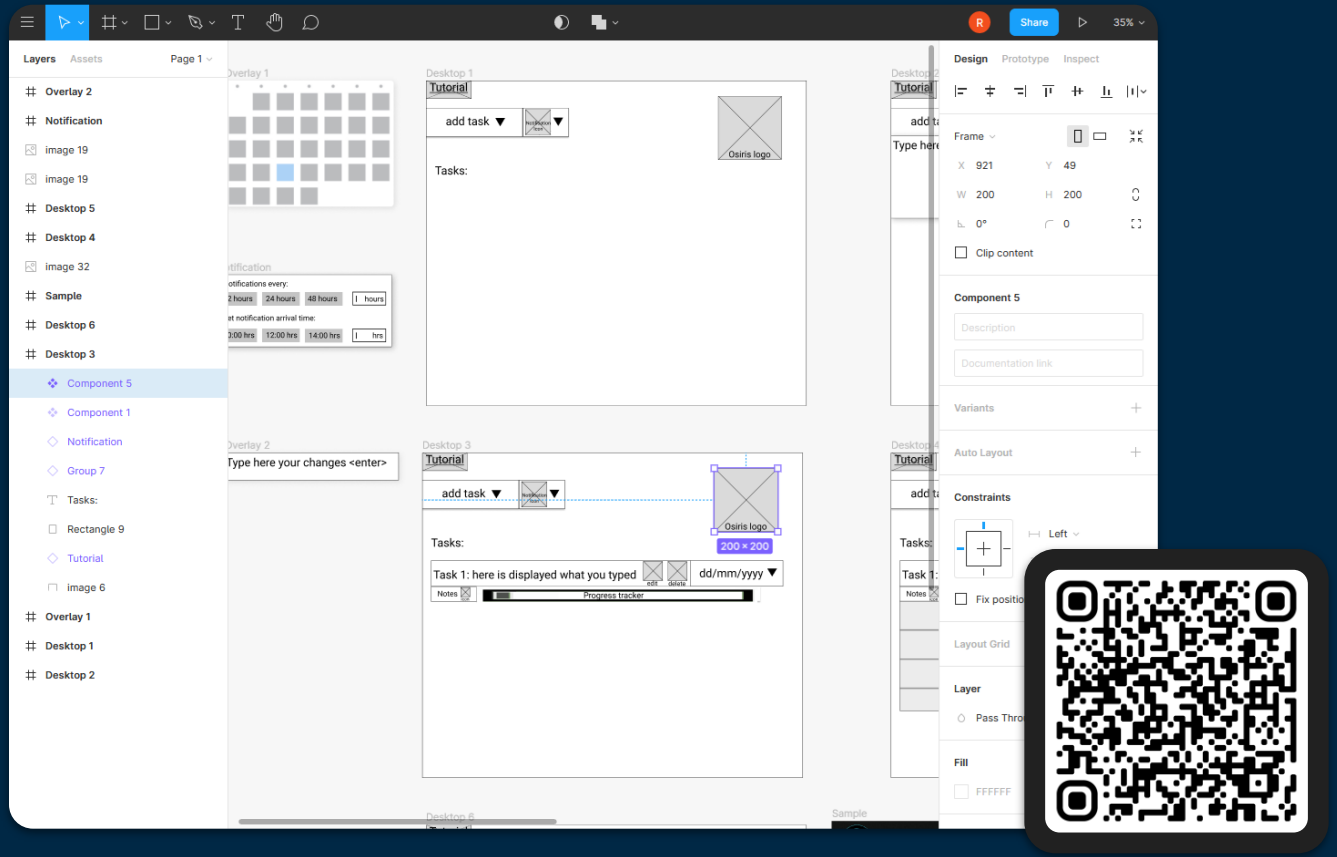




We used Figma, a free UI design tool, in order to create the prototypes

PROTOTYPE

Fully interactive wireframe



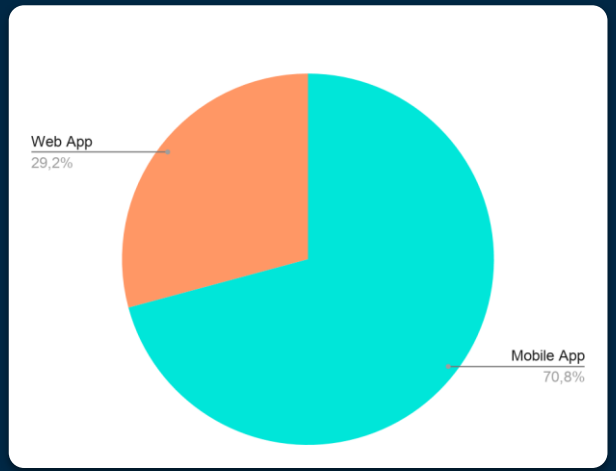
IMPLEMENTATION

For this increment, we made the commitment of releasing **functional wireframes** as implementation artifacts

WHAT'S NEXT?

Design a fully functional high-fidelity prototype.

We conducted a survey in order to know what kind of app our users want. The following image shows the results:



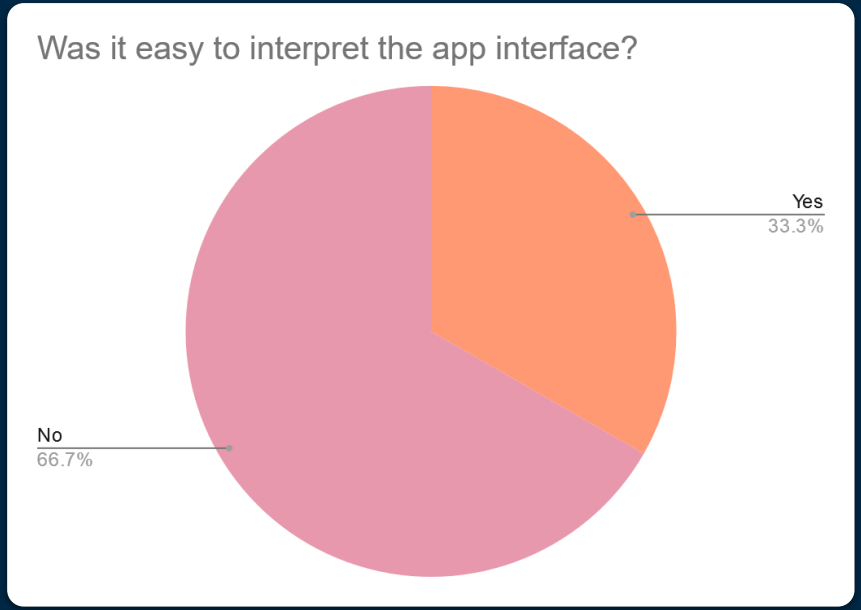
The choices were: web app, mobile app, and desktop app.

TESTING

ACCEPTANCE TESTING (FIRST TEST)

Details covered:

- Style
- Order of components
- Button interactions
- Intuitive design



Survey results

TESTING

5 SECONDS TEST (FIRST TEST)

Details covered:

- Interactivity
- Structure
- Intuitive interface.
- Design

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Software Engineering Students

RESULTS

Most of the testers agreed that our first design was **confusing** and **very inconsistent**.

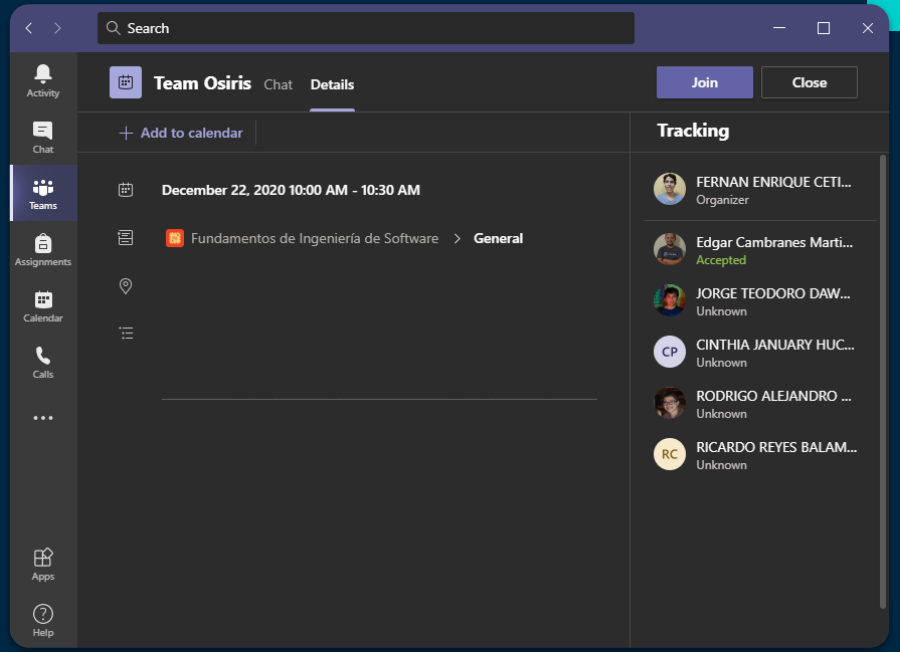
TESTING

FIRST “MENTOR FEEDBACK” MEETING

First wireframe design proposal to the mentor

In the meeting we discussed with the mentor the proposal and made some observations about:

- Observations and corrections.
- Organization of the UI components.
- Style and balance of colors.
- Use another figma tools.

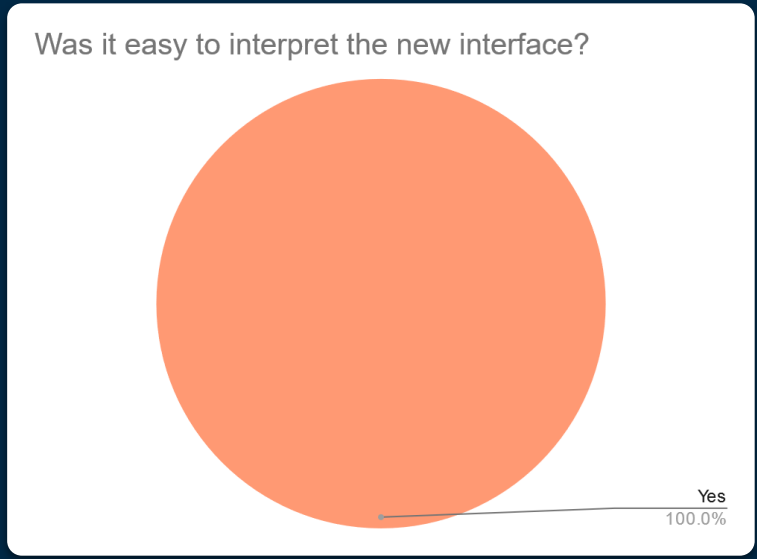


TESTING

ACCEPTANCE TESTING (SECOND TEST)

Details covered:

- Organization on UI elements
- Simpler structure
- Intuitive design
- Button interactions



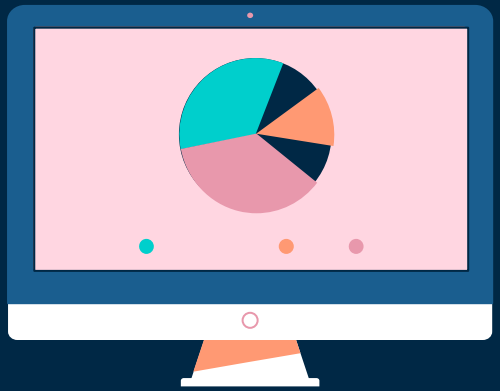
We see a notable improvement over the previous prototype

TESTING

5 SECONDS TEST (SECOND TEST)

Details covered:

- Interactivity
- Structure
- Simplicity
- Design



RESULTS

The results of the updated design were **very positive**. The simplification of the design was **widely accepted**.

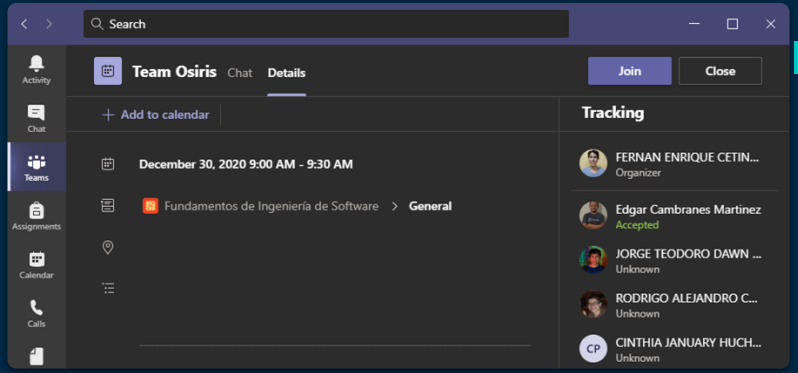
TESTING

SECOND “MENTOR FEEDBACK” MEETING

Review of design improvements

Elements presented:

- Organization of elements
- More intuitive interface design
- Simpler design



SUMMARY

Our mentor told us that our wireframe was much better, and he gave us the go-ahead to continue onto the high-fidelity prototype.

GENERIC PROFICIENCIES

Works with ICT in his/her professional interventions and in his/her private life in a suitable and responsible way.

- We continue to use Trello, GitHub, PowerPoint, and Teams.
- For the wireframe, we learned how to use Figma and tested if it fitted our needs.

Takes decisions in his/her professional and private practice in a responsible manner.

- We had an organized list of activities so that we could be prepared and advance using our developed abilities.
- As a team, we decided to prioritize the design and testing phases of the project.

SPECIFIC PROFICIENCIES

Identifies human factors immersed in Software Development that contributes to the success of the Software project.

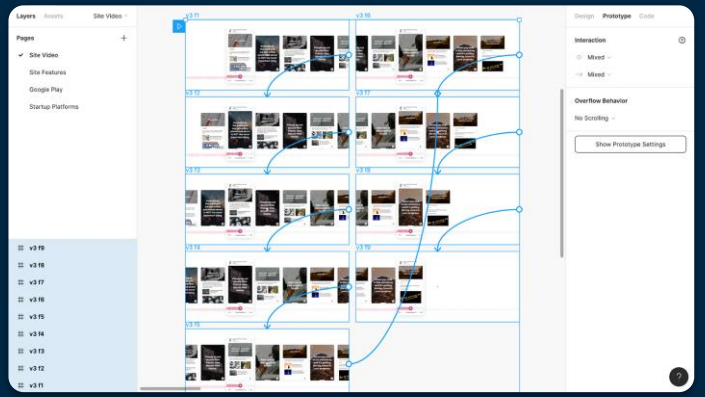
We had active dialogue within the team through meetings and by giving positive feedback on individual work.

We had more interactions with users than in the previous increment via interviews and surveys.

Establishes the differences between the professional profiles in ICT.

We noticed that complex tasks require professionals with experience in order produce the best product.

Dedicated professionals in areas like Coding, Quality and UX are key to the success of a project.

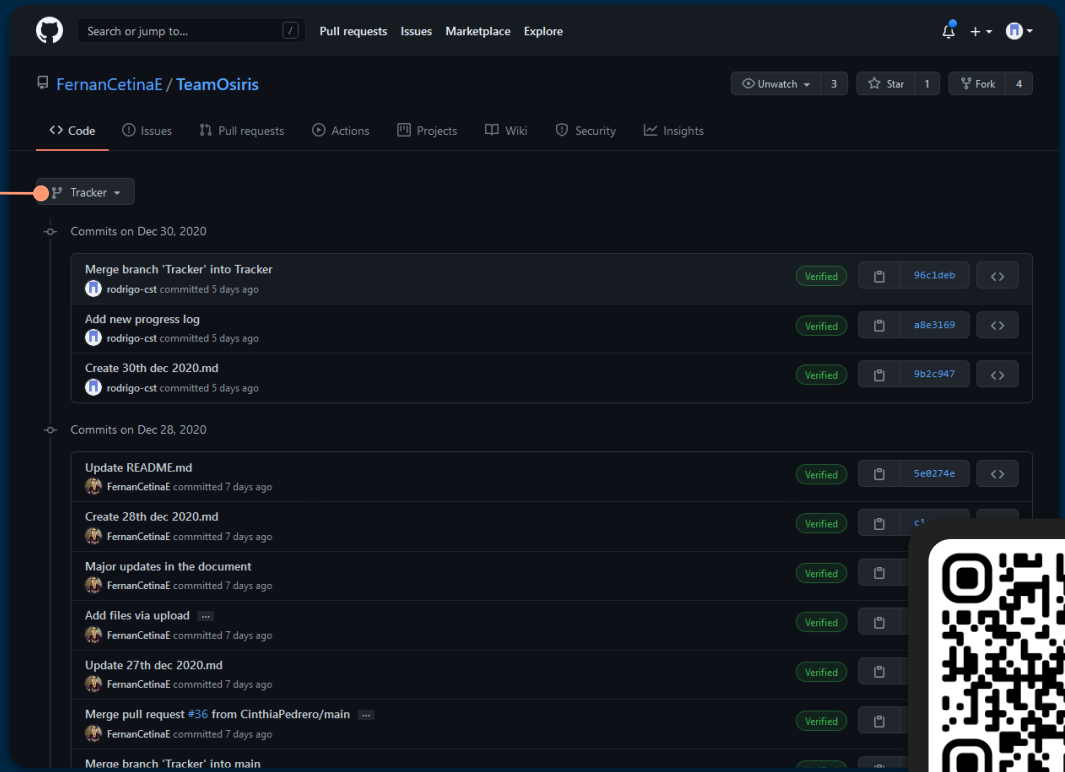


CONTRIBUTION TRACKER

Contribution tracker						
Sprint: <increment>						
Accountables	Commitments bases on activities		Times the project was delaied by needing corrections or somebody else did your commitment	Team mettings attended and mettings with the mentor	On 100% scale	Final grade
	Total	Completed on time				
Fernan Enrique Cetina Escalante	7	7	0	3	100%	25%
Jorge Teodoro Dawn Rodriguez	7	7	0	2	83%	21%
Rodrigo Alejandro Castrejón Cervantes	6	6	0	3	100%	25%
Cinthia January Huchin Pedrero	6	6	0	3	100%	25%

GITHUB REPOSITORY

We created a new branch that contains all of the changes made from the previous increment



THANKS