OSIRIS PROJECT

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Our project intends to help students manage their time, keep track of their future activities and allow them to more efficiently complete their due tasks.







USERS



Primary

Students of 1st semester of UADY studying Software Engineering



Secondary

Students of higher semesters of UADY studying Software Engineering



Customers? -



Potential

All students at University level that struggle with time management

INNOVATION

Tracking user activities step by step and having notifications that show their current progress



We propose a unique way for students to keep track of their tasks and activities

Rescheduling missed tasks to encourage the user to complete them



ARTIFACTS



MAIN REQUIREMENTS



The system should display all of the user's tasks in a list

It should always appear on the first use and be accessible via a separate tab



The user should be able to add, update and remove tasks.

Our system should not save any identifiable information from users



Each task should display its progress on the task view.

The system should allow for progress to be reverted in case of a revision or an accidental update



The system should reassign missed tasks

The user should be alerted when this occurs



PRIORITIZATION: MoSCoW

Must have

Critical to the delivery of the current Sprint.

Should have

Important but not necessary for the increment delivery

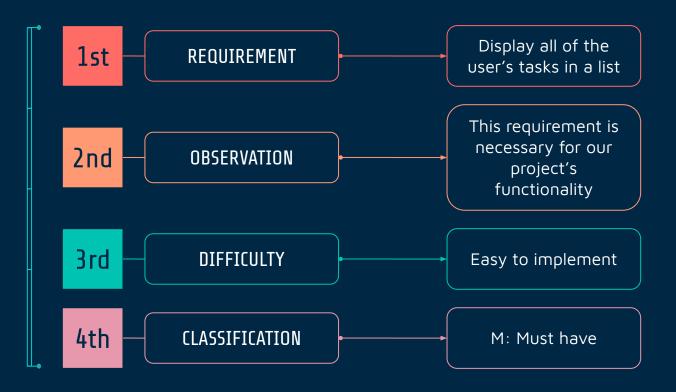
Could have

Desirable requirements that could improve the user experience.

Won't have

Lowest-payback requirements that have been agreed not to be planned for the time being.

MoSCoW IN ACTION...



We repeat this process for each requirement...

USE CASES

System The user has direct <<extend>> access to the tasks <<extend>> list. <<extend>> **USER** <<extend>> User <<extend>> - <<include>> -**SYSTEM** The system keeps pushing notifications to the user.

These actions can be performed via the tasks list view.

TASK ACTIONS

REMINDERS

Task reminders rely on notifications in order to work.

DEVELOPMENT **PROCESS**

METHODOLOGY

The Scrum Master assigns activities that the developers must implement

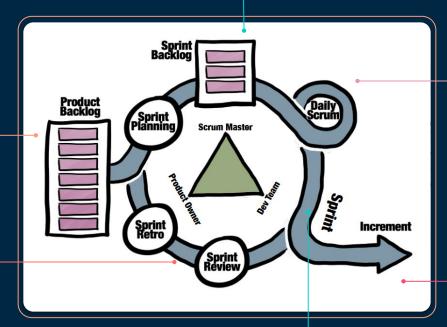
SPRINT BACKLOG

We describe all of the product's requirements

PRODUCT BACKLOG

SPRINT REVIEW

We present our completed work for final review



DAILY SCRUM

Daily meetings are planned where we share our progress

DELIVER INCREMENT

SPRINT

We work on our assigned activities and we must finish by the set date



SCRUM MASTER

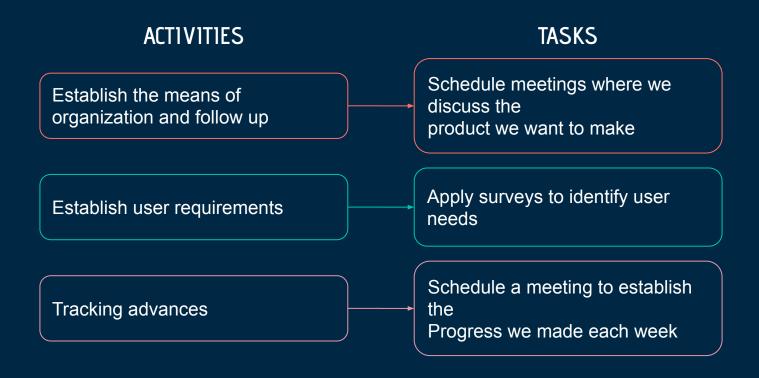
Fernan Enrique Cetina Escalante

DEVELOPERS

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PROCESS MANAGEMENT



MONITORING TOOLS



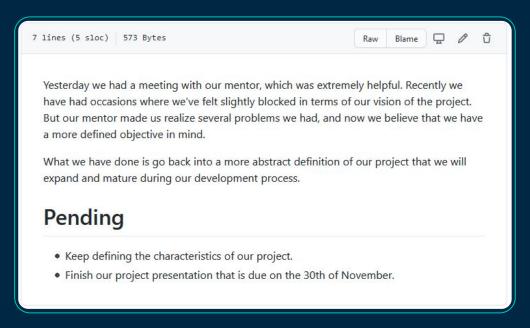


EVIDENCE

PROGRESS LOGS



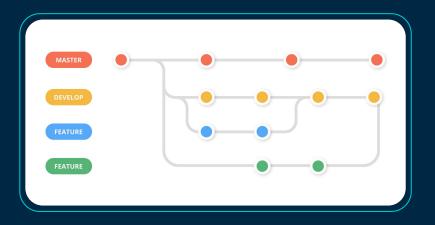
EXAMPLE



QUALITY CHECK



DAILY MEETINGS



STRICT VERSION CONTROL

TEAMWORK



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

SUBJECT PROFIENCES

SOFTWARE ENGINEERING FUNDAMENTALS

GENERIC



SPECIFIC



CHECK OUT OUR PROGRESS!

DETAILED FIRST INCREMENT DOCUMENT





THANKS

CREDITS: This presentation template was created by Slidesgo, including icons by Flaticon, and infographics & images by Freepik