

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



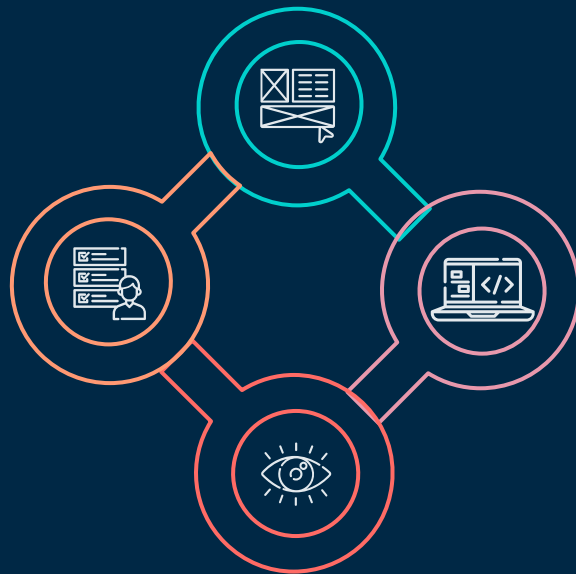
We also decided to
focus on our tests in
order to polish the
prototype



DEVELOPMENT SUMMARY

Model the wireframe
prototype (low-fidelity)

DESIGN



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

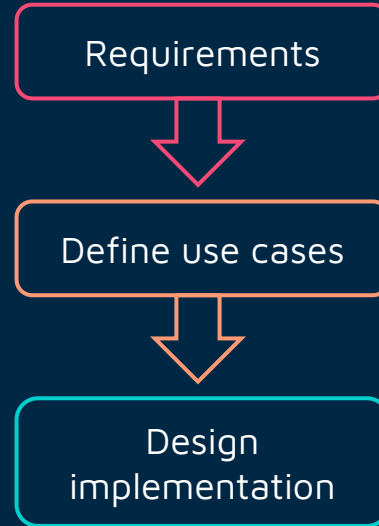
The screenshot displays a Trello board with three main sections: 'Activities', 'Finished on time', and 'Finished past curfew'. Each section contains a list of tasks with associated due dates and team member avatars.

- Activities:**
 - PowerPoint Slides (Due: Jan 4, Assigned: CP, RC)
 - Coding (if finished before due date) (Due: Jan 8, Assigned: CP, F, JD, RC)
 - Create de the second increment document (Due: Dec 30, 2020, Assigned: CP, F, JD, RC)
 - Coding test (if code finished on time). Unit and software testing: black box (Due: Jan 8, Assigned: CP, F, JD, RC)
- Finished on time:**
 - Create a Google Docs for the increment (<https://bit.ly/3aenmh3>) (Due: Jan 10, Assigned: CP, F, JD, RC)
 - Repository: Create a new folder for the second sprint that will contain the work products (Assigned: JD)
 - Repository: Filled the contribution tracker template (<https://bit.ly/3af2Ljr>) (Assigned: F)
 - Redesign and prioritize requirements (Due: Dec 20, 2020, Assigned: F, JD)
 - Proficiencies acquired (Due: Jan 23, Assigned: F, JD)
 - GUI (Due: Dec 19, 2020, Assigned: F, JD, RC)
 - Testing (Due: Dec 23, 2020, Assigned: CP)
- Finished past curfew:**
 - + Add a card



REQUIREMENT REFINEMENTS

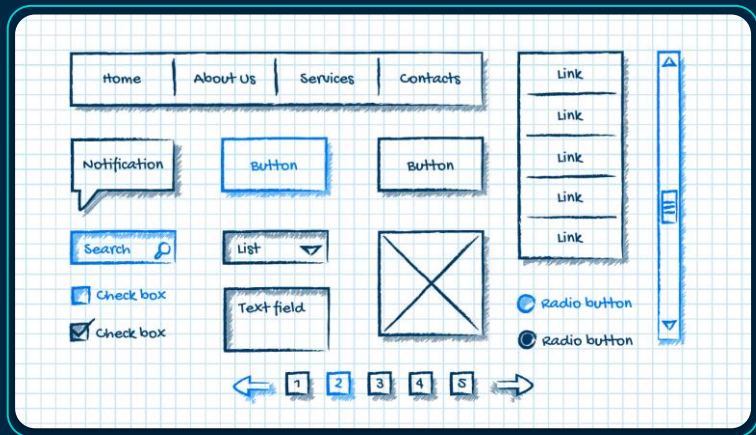
Using our initial requirement document, we specified the use cases of the functionalities that must be implemented in our application. Each use case was implemented in the wireframe design.





DESIGN

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

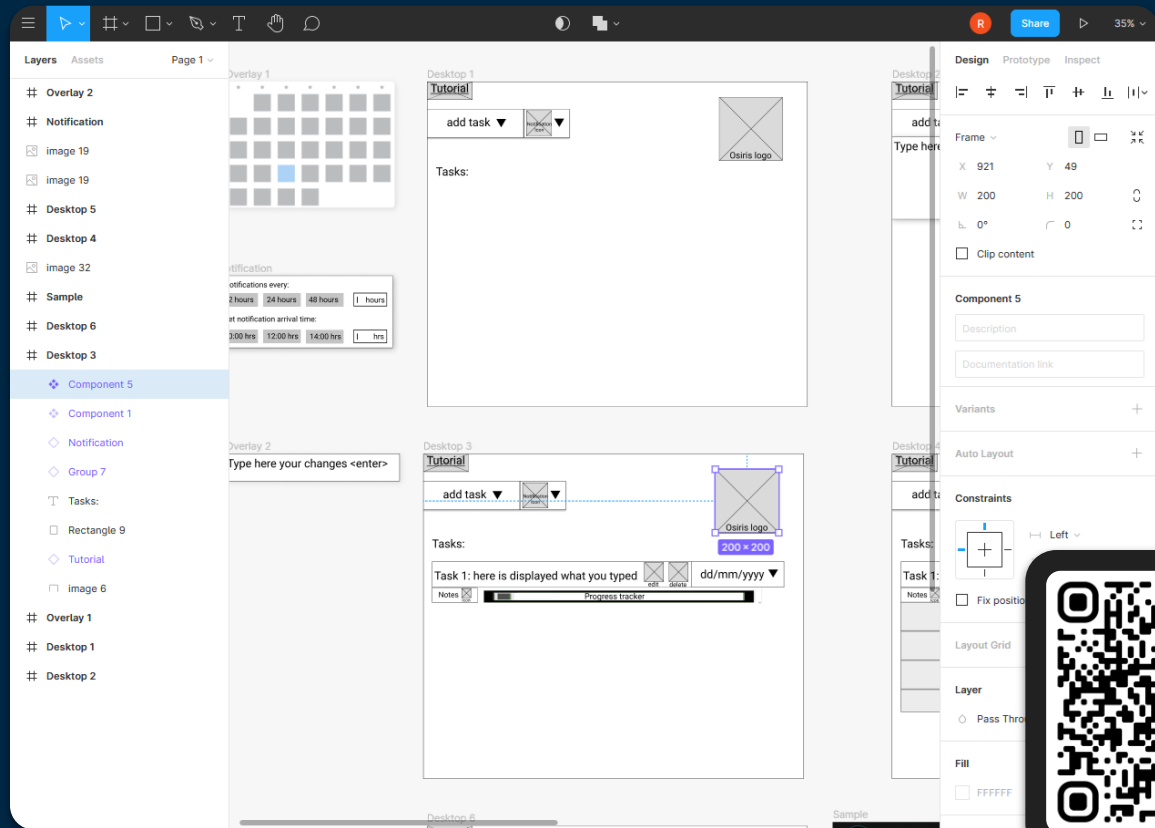


We used Figma, a free UI design tool, in order to create the prototypes



PROTOTYPE

Fully interactive
wireframe





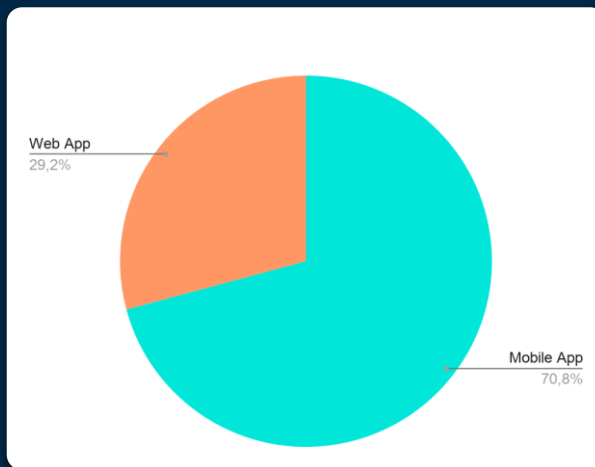
IMPLEMENTATION

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.



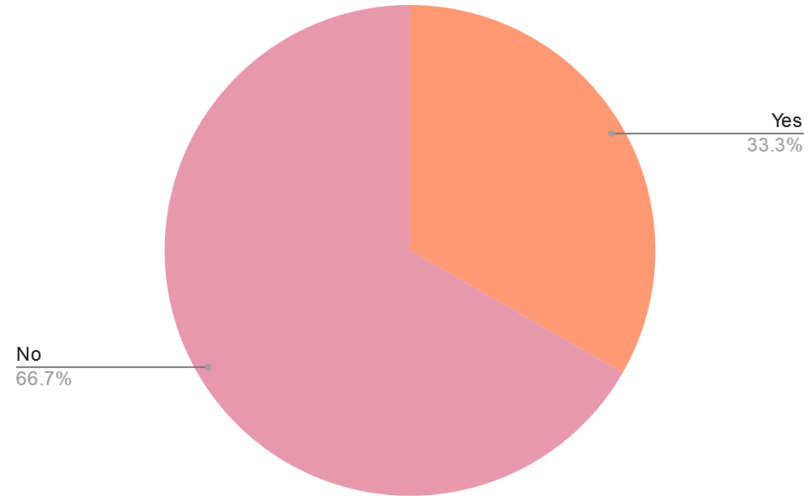
TESTING

ACCEPTANCE TESTING (FIRST TEST)

Details covered:

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

Was it easy to interpret the app interface?



Survey results



TESTING

5 SECONDS TEST (FIRST TEST)

Details covered:

- Interactivity
- Structure
- Intuitive interface.
- Design



6

Software Engineering
Students

RESULTS

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



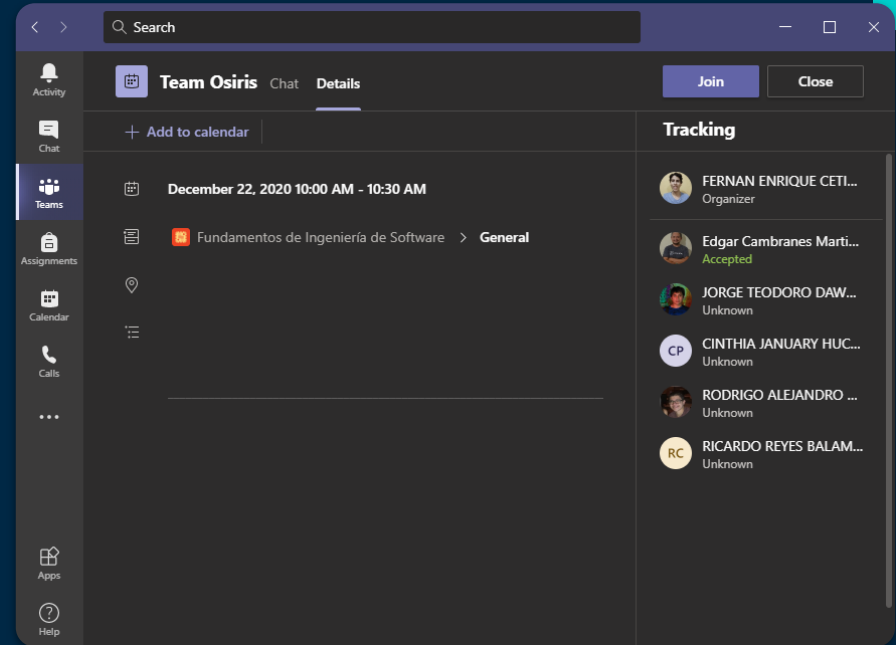
TESTING

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.





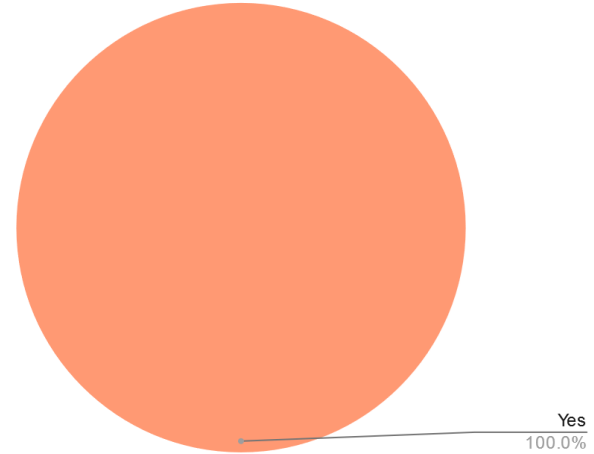
TESTING

ACCEPTANCE TESTING (SECOND TEST)

Details covered:

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

Was it easy to interpret the new interface?



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**.



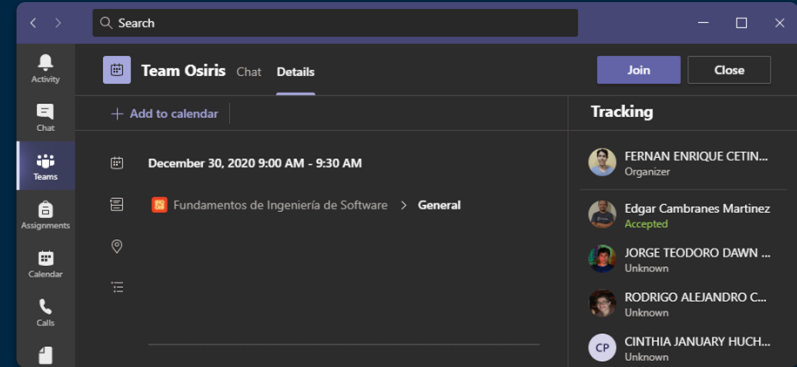
TESTING

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.

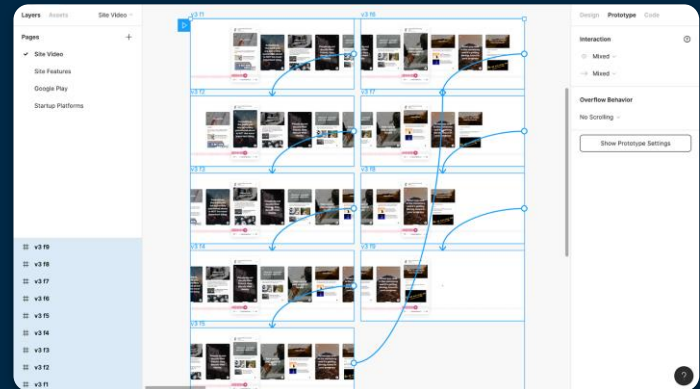
We had more interactions with users than in the previous increment via interviews and surveys.



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.



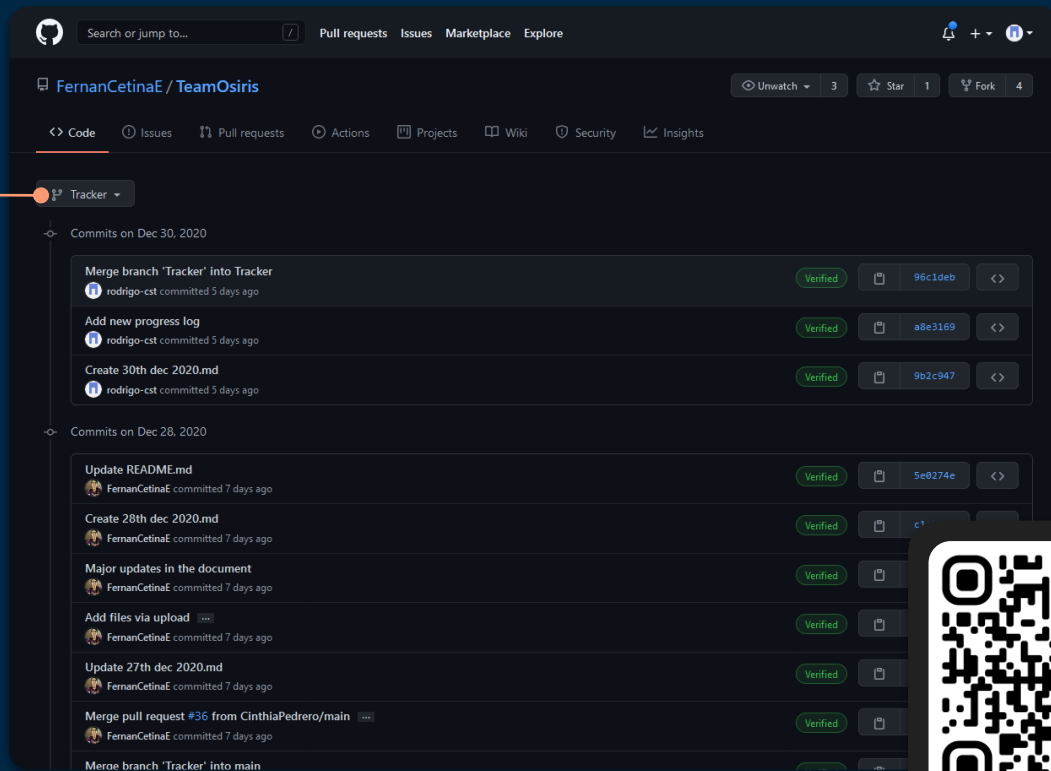
CONTRIBUTION TRACKER

Contribution tracker						
Sprint: <increment>						
Accountables	Commitments bases on activities		Times the project was delayed 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



The background is a solid dark blue. It is decorated with various geometric elements: small squares in shades of pink, orange, and teal, and thin white vertical lines of varying lengths. These elements are scattered across the frame, creating a modern, minimalist aesthetic.

THANKS

The background is a dark blue gradient. It features several vertical white lines of varying lengths. Scattered throughout are squares of different sizes and colors, including light blue, orange, and teal. Some squares are solid, while others are outlined.

CREDITS: This presentation template was created by [Slidesgo](#),
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