Application definition
Our project intends to help students manage their time and keep track of their future activities. For this purpose, we will develop a tool that allows its users to add and remove objectives. It will also have several options to keep track of them, like constant notifications and progress updates.

Students of 1st semester of UADY studying Software Engineering.

We don't have a specific client as no one is paying for the development and stakeholders are pending to be actively involved in the project like Scrum strongly suggest, so we decided to consider our customers as the same of our users because we have access to a current pool of students in first semesters to guide our vision, although for timing they won't be the ones using it, they can provide the depth needed to the project definition.

We will be the first product to propose a new way in which students can improve their organization by tracking their activities step by step and having reminders that will suggest new dates for continuing their activities and show their advance, so they not only finish on time but also have tools to retrieve time missed.

Requirements or user stories
Distinguish which will be used:
Functional requirements and not functional requirements:
Prioritization methodology:
Diagram:
The team counts with artifacts that specify the requirements/user stories, it includes exceptions to take into account:

Development process
It's distinguish in a clear way that we use an agile framework:
Process description:
Process management:
Meetings evidence:
Quality assurance:

Teamwork
We used a GitHub repository that contains general description of our product, documentation and the three principal increments that are being considered. The documentation mainly includes the documents templates and binnacles of the process.

The general contribution is calculated according to a formula that considers the average between the activities completed in time divided by Total activities plus the attendance divided by the highest attendance. Considering there exists more than three delays it will apply a sanction of 5% multiplied by the number of delays.

The verification is registered in a table composed of the total activities and how many were finished on time, times that the activity was delayed and the number of team meetings and meetings with the mentor that each member of the team attended.

Subject proficiency
Generic and specific proficiencies in which the development process takes part are distinguished:

Generic proficiencies:

- Works with ICT in his/her professional interventions and in his/her private life in a suitable and responsible way.
- Works with others multi, inter and transdisciplinary environments in a cooperative way.
- Takes decisions in his/her professional and private practice in a responsible manner.

Specific proficiencies:

- Identifies the concepts linked to the phases of requirements, design, development, testing and maintenance, according to the recognized organisms of the discipline.
- Identifies human factors immersed in Software Development that contributes to the success of the Software project.
- Uses software engineering terminology properly in its professional interventions.

Demonstration of how the general proficiencies are met by specific activities of the development process:
- Works with ICT in his/her professional interventions and in his/her private life in a suitable and responsible way.
  - Throughout the whole project different tasks like "Work process" or "Meetings" require a different ICT tool, like meetings that are more accessible via TEAMS, Excel tracks better a checklist of contributions or Trello lets us visualize in a graphic way the pending activities. And for the future, more specific software like the ones used for modeling will also be tested to fit our needs and this abstraction thinking of deciding which one suits best is carried to our professional use of tools but also evolves our personal needs.

- Works with others in multi, inter and transdisciplinary environments in a cooperative way.
  - Some tasks like writing this document(from "Application definition" to "subject proficiency") requires a different depth of knowledge, some team members are more skillful in english than others and we take advantage of that; in this way, tasks like creating a repository, the project vision, ways to organize and track progress and so on, are led by the ones with more experience that share their insights and helps the overall achievement of new concepts.
- Takes decisions in his/her professional and private practice in a responsible manner.
  - At the beginning of the increment each member makes a commitment based on their time and abilities ("Work process"), so being self aware takes great relevance to make a responsible decision that affects your work and others. As joined tasks develop, the sub-teams are able to negotiate what is in the best interest of the daily scrum(e.g. in "Subject proficiency" Teodoro works on the repository management and Fernan on quality assurance) and in this sense, commiting to specific actions helps you develop a better decision taking mind.

Demonstration of how the specific proficiencies are met by specific activities of the development process:

- Identifies the concepts linked to the phases of requirements, design, development, testing and maintenance, according to the recognized organisms of the discipline.

  - All the phases(based on SWEBOK by IEEE) were considered in the creation of the timeline and have a determinate place in the organization of the documentation. We also considered making generic templates that can be filled according to the needments of the later phases. Activities like "Timeline" and "Scrum organization" are an example.

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

  - We considered dividing most of the activities and hash out the possible contribution of each member of the team depending on its abilities. We also prioritized the communication in the meetings and tried to be the most attentive as possible, we always maintained a respectful approach in the activities and valued the contributions of the different stakeholders. On the other hand in the early activity "Product definition" we asked users to give us their needs and for the next increment a new contact with them will occur.

- Uses software engineering terminology properly in its professional interventions.
  - Since our project was conceived and during "Product definition" and "Timeline" we adjust a holistic view of the development process. We take into

account activities as: requirements eliciting, approving requirements, communication, scrum framework. In a broader perspective, we try to evaluate the feasibility of our project in question as "How are we going to develop this product?", "Does there already exist another product that provides this service?".