OSIRIS PROJECT

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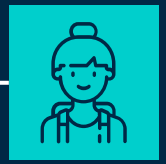
SCAN ME

APPLICATION DEFINITION

OBJECTIVE

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

Potential

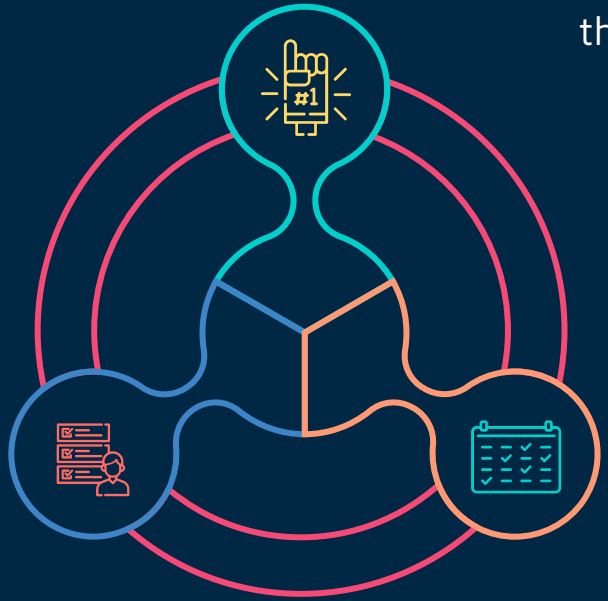
All students at University level that struggle with time management

Customers?

INNOVATION

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

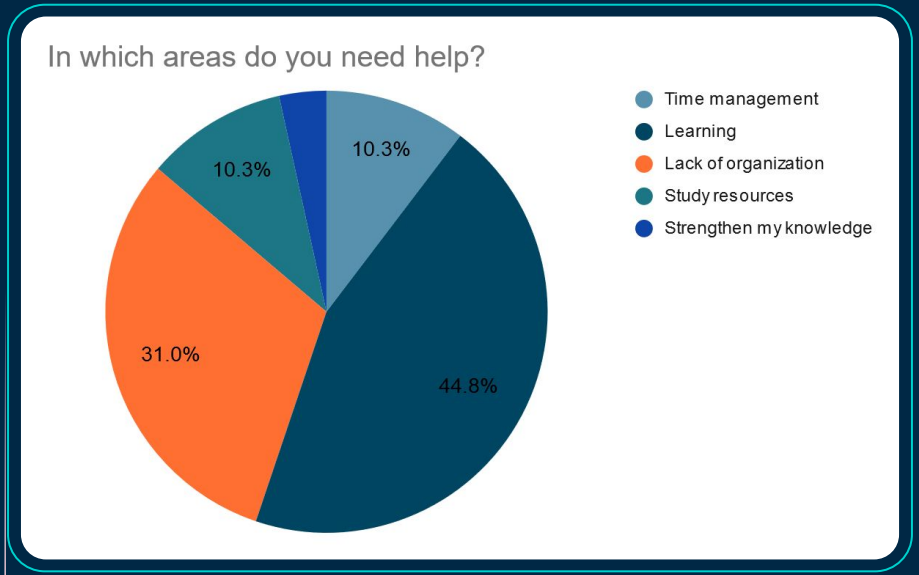
Tracking user activities step by step and having notifications that show their current progress



Rescheduling missed tasks to encourage the user to complete them

REQUIREMENTS

ARTIFACTS


In which areas do you need help?
10.3%
10.3%
31.0%
44.8%
Time management
Learning
Lack of organization
Study resources
Strengthen my knowledge

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

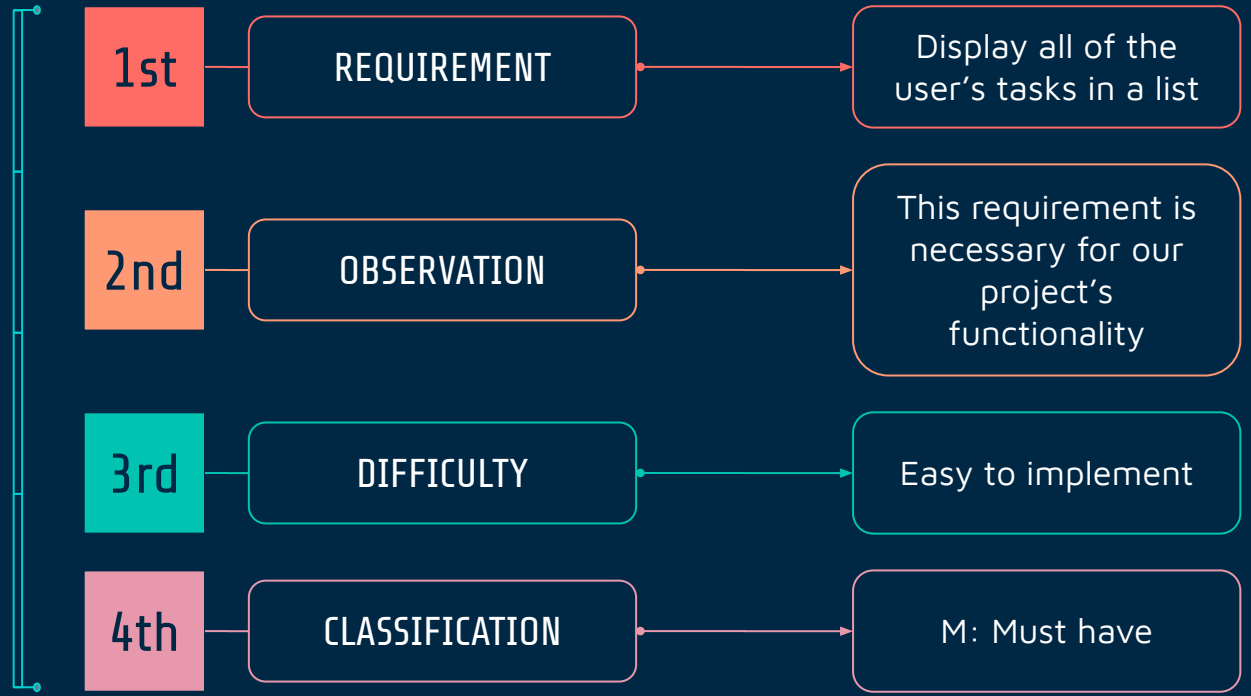
Could have

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...

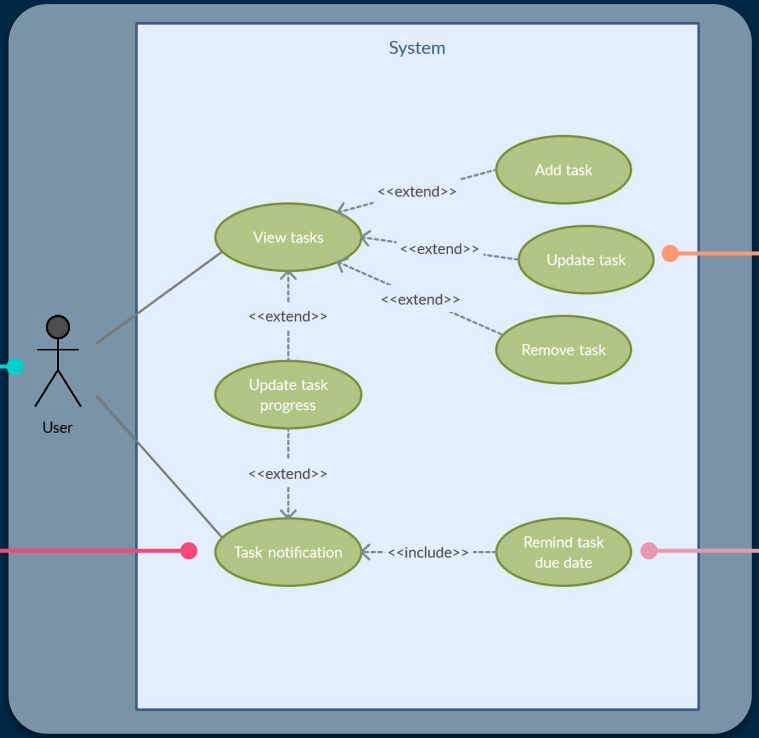


We repeat this process for each requirement...

USE CASES

The user has direct access to the tasks list.

USER



These actions can be performed via the tasks list view.

TASK ACTIONS

SYSTEM

The system keeps pushing notifications to the user.

REMINDERS

Task reminders rely on notifications in order to work.

DEVELOPMENT PROCESS

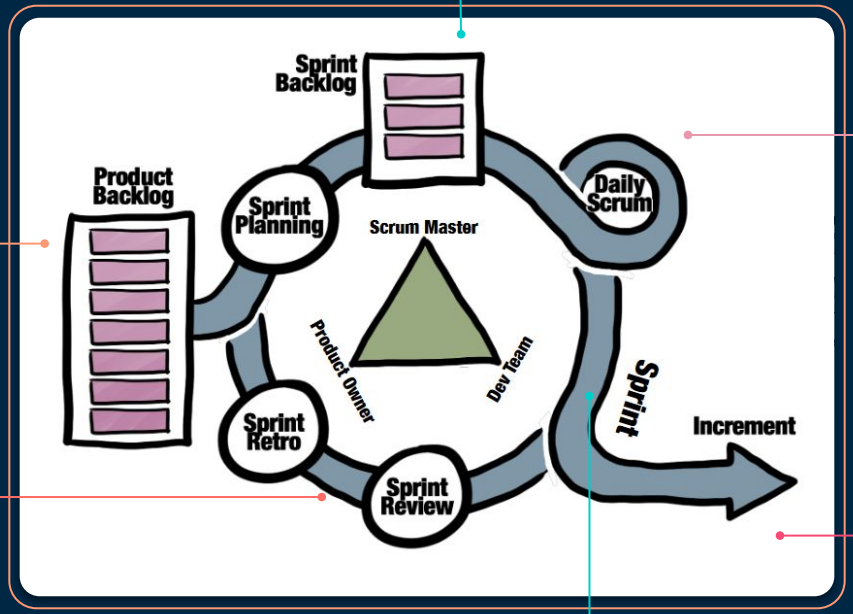
METHODOLOGY

The Scrum Master assigns activities that the developers must implement

SPRINT BACKLOG

We describe all of the product's requirements

PRODUCT BACKLOG



DAILY SCRUM

Daily meetings are planned where we share our progress

SPRINT REVIEW

We present our completed work for final review

DELIVER INCREMENT

SPRINT

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

ROLES

SCRUM MASTER

Fernan Enrique Cetina Escalante

DEVELOPERS

- Jorge Teodoro Dawn Rodriguez
- Rodrigo Alejandro Castrejón Cervantes
- Cinthia January Huchin Pedrero
- Ricardo Reyes Balam Cupul

PROCESS MANAGEMENT

ACTIVITIES	TASKS
Establish the means of organization and follow up	Schedule meetings where we discuss the product we want to make
Establish user requirements	Apply surveys to identify user needs
Tracking advances	Schedule a meeting to establish the Progress we made each week

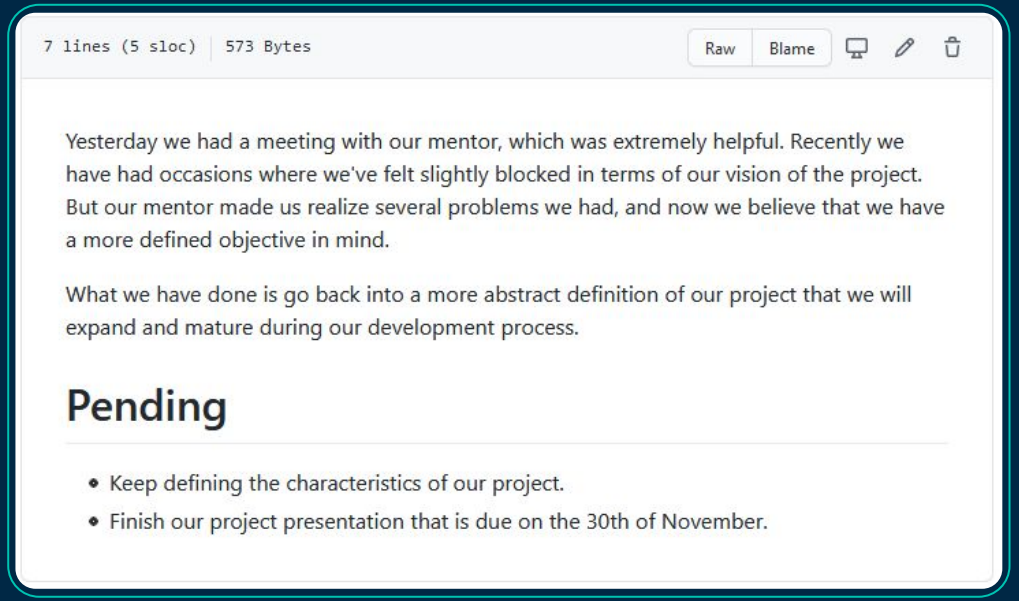
MONITORING TOOLS

EVIDENCE

PROGRESS LOGS

SCAN ME

EXAMPLE



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Raw Blame

Yesterday we had a meeting with our mentor, which was extremely helpful. Recently we have had occasions where we've felt slightly blocked in terms of our vision of the project. But our mentor made us realize several problems we had, and now we believe that we have a more defined objective in mind.

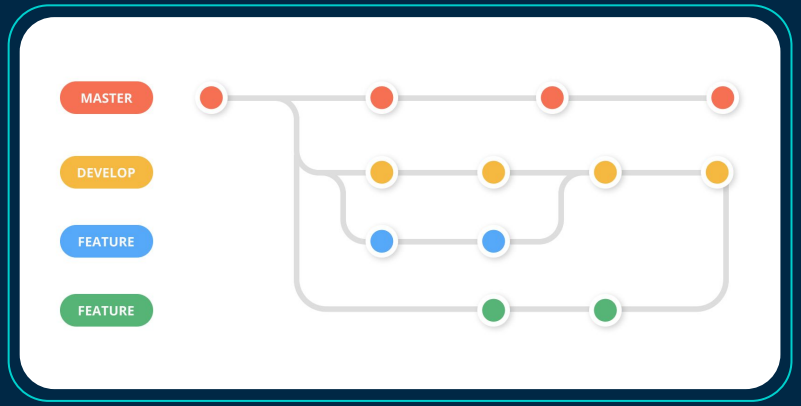
What we have done is go back into a more abstract definition of our project that we will expand and mature during our development process.

Pending

- Keep defining the characteristics of our project.
- Finish our project presentation that is due on the 30th of November.

QUALITY CHECK

DAILY MEETINGS



STRICT VERSION CONTROL

TEAMWORK

SCAN ME

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					%	%
Jorge Teodoro Dawn Rodriguez					%	%
Rodrigo Alejandro Castrejón Cervantes					%	%
Cinthia January Huchin Pedrero					%	%
Ricardo Reyes Balam Cupul					%	%

SUBJECT PROFIENCES

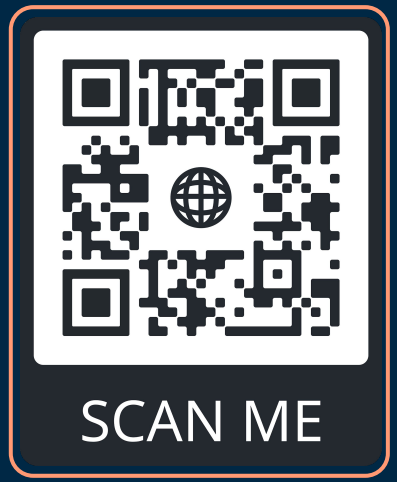
SOFTWARE ENGINEERING FUNDAMENTALS

GENERIC

SPECIFIC

CHECK OUT OUR PROGRESS!

DETAILED FIRST INCREMENT DOCUMENT



THANKS

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