

A3.2 Start phase: Artifacts

Project start

A3.2 Class challenge

Initial phase of the SCRUM framework for the case study.

Product Stack														
Project's name:				Certificate										
Product owner:				Leonardo Enríquez Álvarez										
EPIC				USER HISTORY				OTHER EPIC OR USER HISTORY DATA						
Epic id	Like (paper)	Wish	With the purpose of	User Story ID	Like (paper)	Wish	With the purpose of	Criteria of acceptance	Priority	Estimate	Dependence	Pique	Condition	Comments
EPIC01	Final user	Get unique username and password.	Log into the system.						20	20				
				HU1-1	Administrator.	To be able to register a new username and unique password.	Have access to the system	New users must be able to register with their data, which are: Name and surname, date of birth, email, telephone, ID (active in the company or institution).	13	8		1	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
				HU1-2	Administrator	Be able to edit existing username and password	Power "Update account data".	Edit user information only if you are registered.	13	5	HU1-1	1	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
				HU1-3	Administrator	To be able to delete the username and password.	Debug the user database.	It must be possible to delete an inactive account from a user.	5	5	HU 1-1	1	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
				HU1-4	Administrator.	Be able to assign roles to users.	Access to the different functionalities of the platform.	You must assign roles to already registered users.	20	20	HU 1-1 HU 1-2	1	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
EPIC02	User	Log into the system.	Access the different functions of the platform.						40	8				
				HU2-1	User.	Access the platform through a login with a unique username and password.	Access according to the type of user.	The platform is accessed directly when you log in.	13	5	HU 1-1	1	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	

				HU2-2	Administrator	Access the platform through a login with a unique username and password through the database.	Access the platform according to the user.	Access the system	20	8		1	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
EPIC03	Administrator	Get notified when a new user signs up	Know the status of registered users						14	13			<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
				HU3-1	Administrator	I want to receive a notification that a user has registered and their data.	Know the user data	Admin receives notifications	14	13	HU2-1	1	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
EPIC04	User	Register a course	Sign up for a course to track progress						20	20				
				HU4-1	User	Enter the course list	Choose the desired course	You will access the technical sheet and explanation of the content.	13	13	HU2-2	2	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
				HU4-2	User	Pay the entrance	Select the payment method.	To complete the registration , you must make the corresponding payment.	20	20	HU4-1	2	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
EPIC05	User.	Interact with files	Upload and download files from the platform.						25	20			<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
				HU5-1	User	Be able to upload files from your device to the platform	Show the information to other users who are registered on the platform and can obtain knowledge on the desired subject.	You should be able to upload any type of file that is supported by the platform.	20	13		2	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
				HU5-2	User	Be able to download files that are on the platform to devices	Obtain data of my interest found on the platform and thus be able to view them quickly from any device on which the download has been made.	You should be able to download files.	15	8		2	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	
EPIC06	User	Certification	The course teacher can take an exam.						40	20				
				HU6-1	User	To be able to answer an evaluation to obtain the certification of the course.	Evaluate and according to the established classification receive a course certification.	You must be able to acquire a certification.	40	20	HU4-1	2	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	

EPIC07	User	Comments	Comment on other users' posts.						14	13				
				HU7-1	User	To be able to express my point of view in publications of other users, writing some congratulations for your work or some comment.	Allow commenting on the publications of other users of the platform.	Make a comment to another user of the platform	14	13		2	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Finished	

Evidence that shows that it was collected to develop the team activity.

The screenshot shows a Google Meet window titled "Meet - urm-vddk-kra". The browser address bar shows "https://meet.google.com/urm-vddk-kra". The meeting interface includes a top bar with "Estás presentando para todos" and a "Dejar de presentar" button. The main content area displays a presentation of a Scrum board. The board has a header with "Póquer Scrum", "Sesiones", "Instrucciones", and "Impresión". Below the header, there are tabs for "Defecto", "Github", "JIRA", and "Github". The "Defecto" tab is selected, showing a "Historia: Estimate" section with a "Descripción: Commentary" field. Below this, there are four blue cards representing team members and their scores: ZazuetaDiana (13), Diana Hernandez (20), Sergio (13), and Saul Eduardo (13). The bottom of the screen shows a toolbar with various icons for meeting controls, including a microphone, video camera, chat, and a "Tú" button. The bottom status bar displays the time "21:55" and the name "bichotas".

[illegible]

Pila de Producto	
Nombre del proyecto:	Certificado
Dueño del producto:	Leonardo Enríquez Álvarez

EPICA				HISTORIAL DE USUARIO				OTROS DATOS DE EPICA O HISTORIAL DE USUARIO			
Identificación de Epica	Como (papel)	Deseo	Con el fin de	ID de historia de usuario	Como (papel)	Deseo	Con el fin de	Criterios de aceptación	Prioridad	Estimar	Dependencia
EPIC01	Usuario final	Obtener nombre de usuario y contraseña	Inicie sesión en el sistema.						20	20	

Priority





Get username and unique password



● 20
100 % (4 players)

Story voting completed

Players: 00:01:07

	Zazueta Lopez D... 00:00:22	✓ 20
	HERNANDEZ FERNA... 00:00:26	✓ 20
	Saul Eduardo 00:00:20	✓ 20
	Sergio 00:01:02	✓ 20

Priority





Login to the system



● 40
100 % (4 players)

Story voting completed

Players: 00:01:35

	Zazueta Lopez D... 00:01:09	✓ 40
	HERNANDEZ FERNA... 00:01:15	✓ 40
	Saul Eduardo 00:01:32	✓ 40
	Sergio 00:01:27	✓ 40

Historia: Estimate

Descripción: Interact with files

Comienzo Detener



ZazuetaDiana



Diana
Hernandez



Sergio



Saul
Eduardo

Historia: Estimate

Descripción: Certification

Comienzo Detener



ZazuetaDiana



Diana
Hernandez



Sergio



Saul
Eduardo

Conclusions

Name	Conclusion
Acosta Noriega Saul Eduardo	Once the epics were defined, we made the user stories according to our case study to be able to see the scope and the characteristics that must be met, thus we estimate each one and thus we realized the priority that must be taken with each one and thus an order of each must be kept. In order to relate the user stories of each epic, we break them down to be able to reach each one individually.

Garza Aguilar Sergio Alberto	To carry out this phase of the Scrum process, the organization of all the members was necessary, during the meetings we were able to put the order for the priority of each epic and the votes were made to define the development priorities of the epics as well as the second voting for the measurement of development time.
Hernandez Fernandez Diana	First, we defined the epics and we developed them, we made the user stories according to our case study, then in meetings at meet with the other members of the team, it was where we estimated each one and took its priority.
Zazueta Lopez Diana	Throughout this work I could see the importance of making epics and user stories for our project, courses and certifications, since these epics are decomposed into stories with a more adequate size to be managed with agile principles and techniques, as well as realizing estimation and priority.

[Go to GitHub](#)