How can you learn to be a software enginner?

And Then... a board game design **by and for software engineer students**.

The thought of **And Then...** as a game board arise with the purpose to help aspirants to be software engineers get acquainted and know some of the most important elements of the sphere, all this throught the hypothetical resolution of situations about crisis, mismanagement and development of software.

The way to fulfill the purpose is throught of situations that have happened in real life over the years. Additionally of this information to users or players, two categories are added about human and material resources. These categories will determine the work environment and the materials with which the user has to propose a solution to the problem.

To transfer everything to a board game environment, cards were used as a means of transmitting information and details to the user. As a result of this, two more categories are added, the first the skill points that reflect the score to be obtained for giving a congruent solution and according to the situation, and the second the skills which are some of the abilities that has a software engineer.
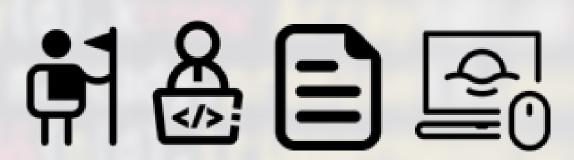
Categories of the board game

Summary of the process

The team used a GitHub repository, there you can view the branches of the first, second and third delivery with the evolution of the project.
The process included the obtain of requirements, the distribution of roles, creation of prototypes, the log, creation of a logbook to keep track of the meetings we hold, among other elements.

Team roles

Some of board game cards

Cuentas con un fallo en la actualización del software, causando pérdidas económicas y materiales.

Cuentas con un developer team de 9 a 11 individuos. Estado productivo: Alto

Si la situación es resuelta, se obtendrán 2pts en caso contrario perderá 1pts.

Experiencia en resolución de problemas.

Amazon
Gracias a la caída de del servicio S3 (Simple Storage Service) de Amazon Web Service, se vieron afectadas compañias los productos o servicios de compañias como Twitch, Airbnb, Giphy, Trello, entre otras; al ejecutarse una entrada dentro de un comando de forma errónea, se deshabilitó un conjunto de servidores más grande de lo previsto, provocando el gran fallo mencionado anteriormente.

Note: Cards were made for a spanish-speaking public

Also required some research about human and material resources, among others.
Kanban methodology was used for an agile project process and Microsoft Planner to keep a metric to the assigned tasks.
Some means of communication were WhatsApp, Discord and Teams.

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