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**3rd Unit**  
**8th Quarter**

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Software Maintenance and Software Economics  
Fundamentals

**-Topic:**

Documentation

**-Teacher:**

Vanessa Ramírez

**-Team:**

Manzanarez Aguirre Mario Josafath

Sánchez López Victor Rogelio

Santacruz Casas Jahzeel Ismerai

**-Career:**

Software Engineering 8 “B” BIS

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## -Design:

### -Project definition and design.

- Description of the project.
- Study available systems, docs.
- Identify 5 agents to use the system.
- For each agent - use cases have to be defined.
- Non-functional req.

Design an app/web application that allows art lovers located in France, to find a new job.

## -Description:

### -Introduction:

Since the new digital revolutions of the 21st century, the artists of yesteryear have been looking for a way to find a path for their work to be valued, but with the new technologies, they have not found how to make it possible.

The development of software will be the opportunity which these new artists, these digital nomads, will be able to reach their public and earn an income for their work.

It is usual that the work of an artist is not taken as seriously as it happens with other job positions within society, even there are no platforms, tools or software that is specially dedicated to find work for people with love and dedication to art, that's why the opportunity to generate the project brings with it endless possibilities in terms of innovation.

### -App Purpose / Quite description

The skeleton of the application will be handled as established platforms for finding jobs in general around the world are designed: the Login will have different types of users depending on their purpose within the tool.

The main agents are targeted at people who are dedicated to art through professional academic study and amateur art lovers, as well as contractors.

Any user can provide their CV, the only difference would be in the type of experience they have, the places where they trained or if they are just looking for school internships.

### -Available systems

Platforms to find job

- LinkedIn
- Indeed
- OCCMundial

-Available docs:  
Documentation

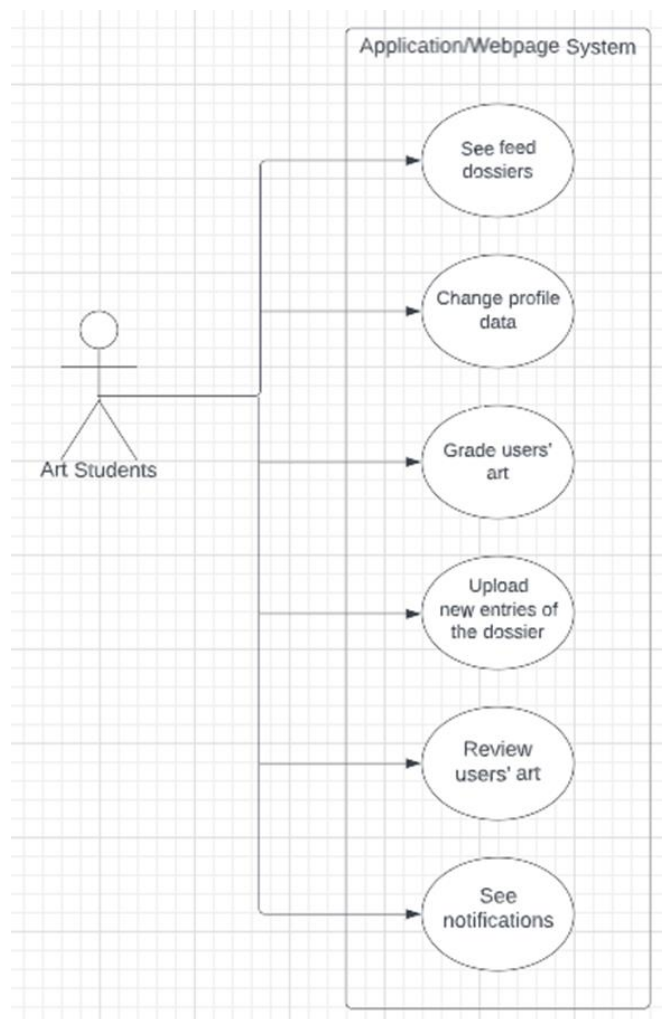
“Herramientas de profesionalización para artistas” Joan Morey. Documento PDF

-Agents of the system:

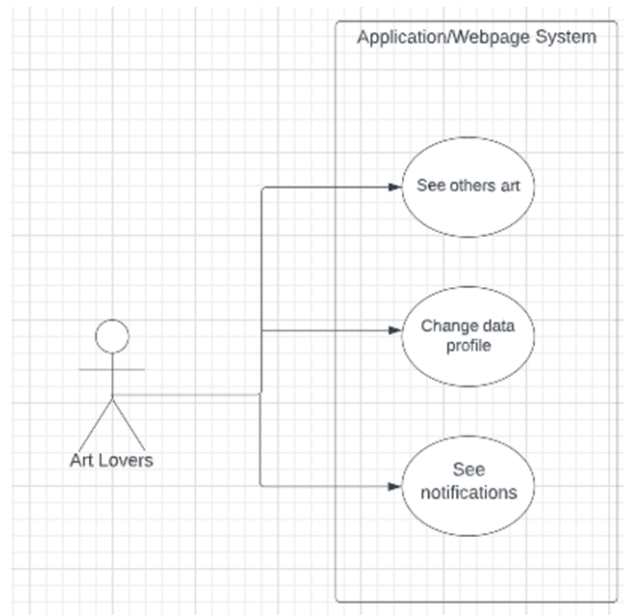
- Art Students
- Art Lovers
- Art Professionals (Professors)
- Museums Owners (Entrepreneur)
- Booking Agencies for new artists

-Use-cases of the agents:

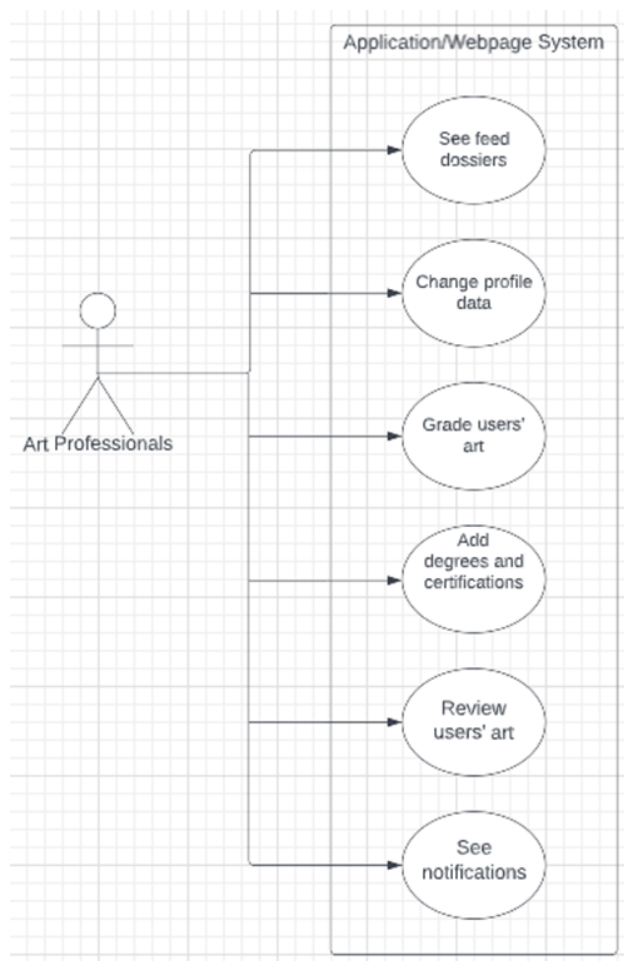
-Art Students use case



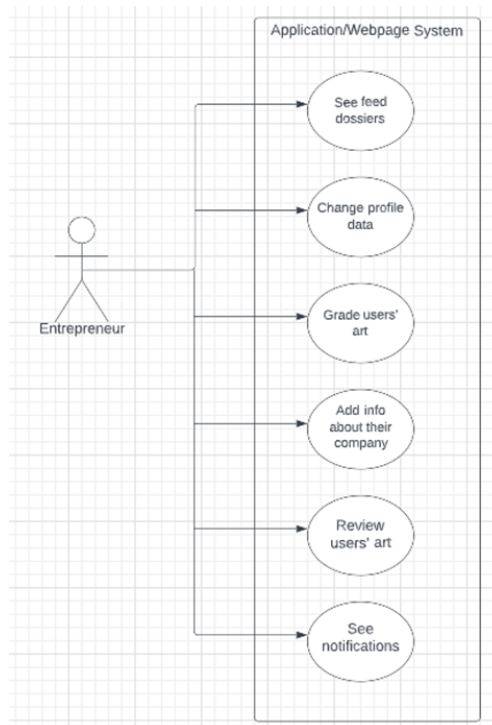
### -Art Lovers use case



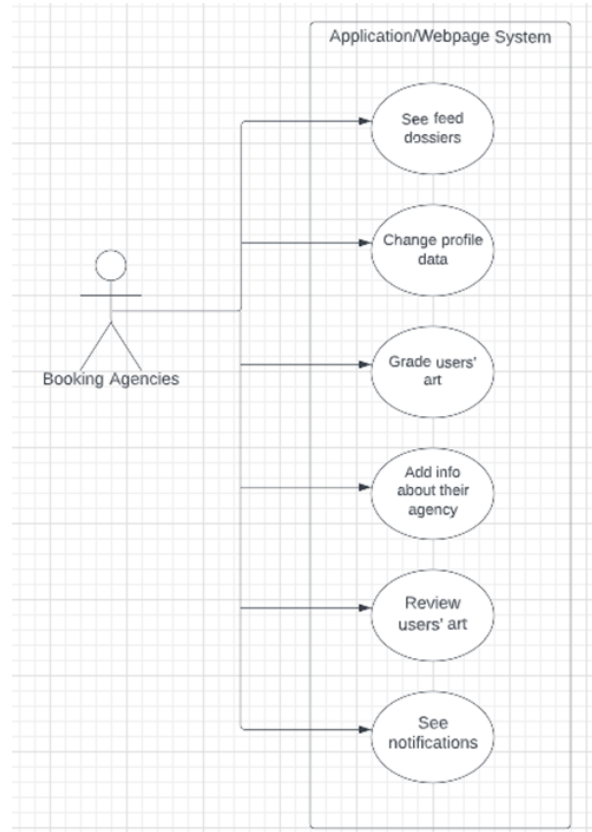
### -Art Professionals use case



### -Museums Owners use case



### -Booking Agencies use case



#### -Non-functional requirements.

- The users must choose between 3 options for the login: Amateur, Professional and Employer:
- Any user should provide their dossier (CV).
- Provide an option to select in case the user does not have a dossier (CV), if is the case, provide a free comment option where to put hobbies and reasons why they would like to work in art.
- Employers must provide the name of their companies and a little description.
- The primary color is going to be: #e35447
- The secondary color is going to be: #e6afae
- Complementary color is going to be: #29353c
- Feed of new art from the professionals, the amateurs.

#### -Agents Requirements:

##### **Art Students**

Full name

See their works Upload their works Dossier (CV)

##### **Art Lovers**

Full name

See others work

##### **Professional**

Full name

Acknowledgment (reconocimientos)

Colleague

Transcript (Certificado). Dossier

Degree of education

##### **Entrepreneur**

Full name

Company 's name

Address

Website

##### **Booking Agencies**

Agency 's name

Agency's information



## -Matrix (both versions):

### -First matrix:

MATRIX	Isme	Josa	Roy
Feasibility investigation	R	R	R
Login design	R	A	C
Main menu design	R	A	C
Profile design	R	A	C
Web prototype	R	C	A
Mobile prototype	C	R	A
Design Implementation	R	A	A
Interface tests	A	R	R
Documentation of test results	A	R	R
Change Documentation	A	C	R
Documentation of results	A	C	R

ACTIVITIES:
Feasibility investigation
Login design
Main menu design
Profile design
Design Implementation
Interface tests
Documentation of test results
Change Documentation
Documentation of results

ROLES:	PERSON:
Designer/Analist	Jahzeel Ismerai Santacruz Casas
Analist/Designer	Mario Josafath Manzanarez Aguirre
Documenter/Analist	Victor Rogelio Sanchez Lopez

### -Second matrix:

MATRIX	Isme	Josa	Roy
Design	R	C	I
Feasability Study	C	I	A
Prototype	R	A	C
Use case testing templates	A	R	C
Budget	R	R	R
Documentation	I	A	R

ACTIVITIES:
Design
Feasability Study
Prototype
Use case testing templates
Budget
Documentation

ROLES:	PERSON:
Designer/Analist	Jahzeel Ismerai Santacruz Casas
Analist/Designer	Mario Josafath Manzanarez Aguirre
Documenter/Analist	Victor Rogelio Sanchez Lopez

## -Feasability study:

### -Technical: tools, programming languages:

### -Preliminary Analysis:

Due to situations that affected the initial delivery times of our project, the option of starting a first phase is contemplated by making only a prototype of the website with

the views and interactions necessary to meet the established requirements, as well as a more general prototype of the mobile application, being these delivered in a new period of time and considering its development for a second phase. For the development of this first phase, the use of tools such as:

1. **Figma:**

Is a vector graphics editor and prototyping tool, primarily web-based, with additional off-line features enabled by desktop applications on macOS and Windows.

2. **Adobe XD:**

It's a powerful, easy-to-use vector-based experience design platform that gives teams the tools they need to collaboratively create the world's best experiences. XD is available for Mac and Windows systems and integrates team members for working together.

-Define de scope:

With the development of the first phase (prototype) of our project, it is intended to publicize the design, views and interactions that the website will have, following the requirements previously collected, as well as the prototype of the mobile application, preparing the basis for the future development of these.

-Alternative solutions:

1. In case of not having sufficient knowledge about any of the proposed tools, the development of the prototype will be adapted to the one with which you have the best interaction.
2. The development of the prototype of the website will be prioritized.
3. The prototype of the mobile application will be developed in a general way and in case time permits, interactions will be added.
4. Special attention will be paid to the details of the prototype pretending that it meets what is expected.
5. In the event that any of the team members cannot participate in the direct development of the prototype, they will be assigned tasks that help that objective.

-Results:

After analyzing the proposals of the tools to be used in the first phase of development of our prototype we conclude that although Figma is a very useful tool, most of the members in the project feel more comfortable using Adobe XD which will allow them to function optimally in the development environment.

-Final Decision:

The final decision is to develop the first phase that consists of the detailed realization of the prototype of the website of our project as well as the general prototype of the mobile application, both developed in the Adobe XD environment.

-Prototype:

-Web prototype link:

<https://xd.adobe.com/view/4d34712c-3ccc-4cae-b2ad-6d8be228b537-1867/>

-Web prototype QR code:



-Mobil prototype link:

<https://www.figma.com/community/file/1128181400229904903>

-Mobil prototype QR code:



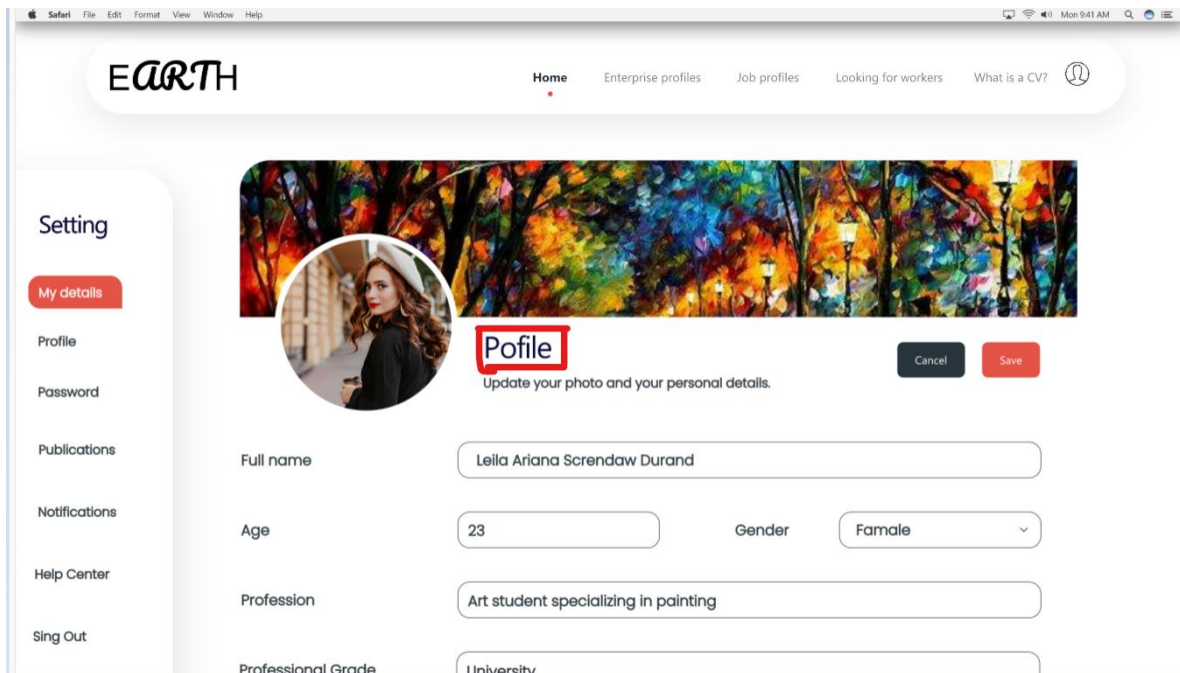
## -USE CASE TESTING TEMPLATES

### Testing process

To start with the testing process, we created a list with the different details and errors that we found during the different tests that we did to the prototypes, the list created is the following:

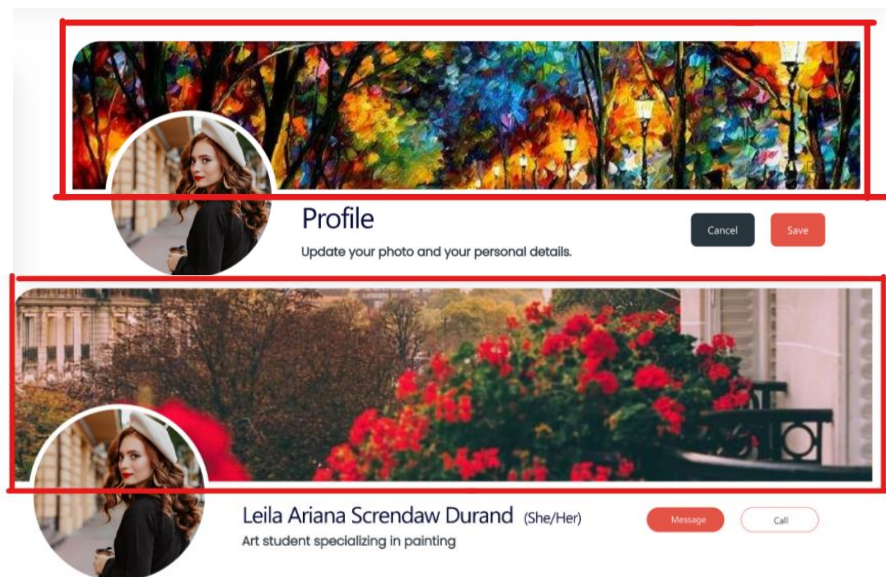
- Grammar mistake

We found a typing error on some of the screens that had a user profile section.



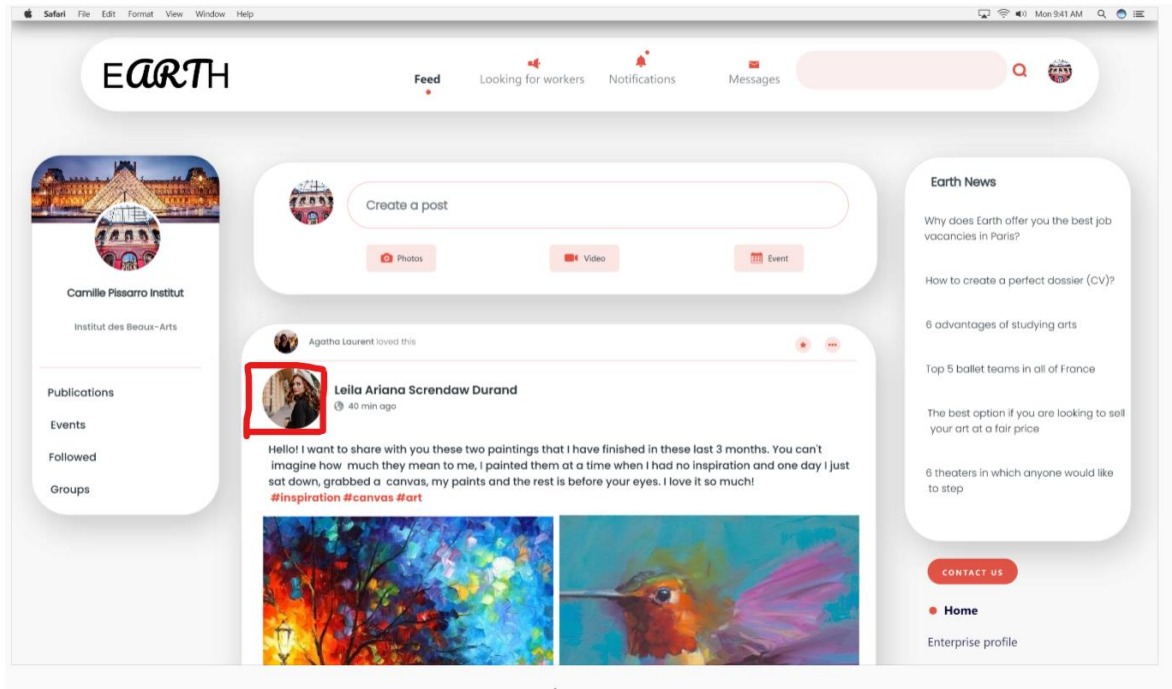
- Cover difference in profile

While browsing the screens of the web prototype, we did not find a quite noticeable difference in one of the elements of the profile, specifically in the profile cover section, since this was not the same as other tabs, and it was not giving the impression correct operation, since it was the same profile, but this element had different properties.



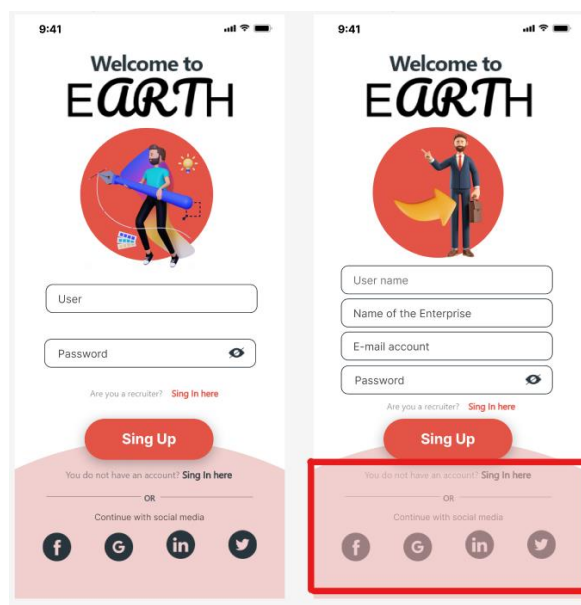
#### - Transitions problem

Another problem found when testing the interactions on the screens was on the part of the company account, since, when entering to see a profile of a user or worker, there was no way to return to the feed and the company account.



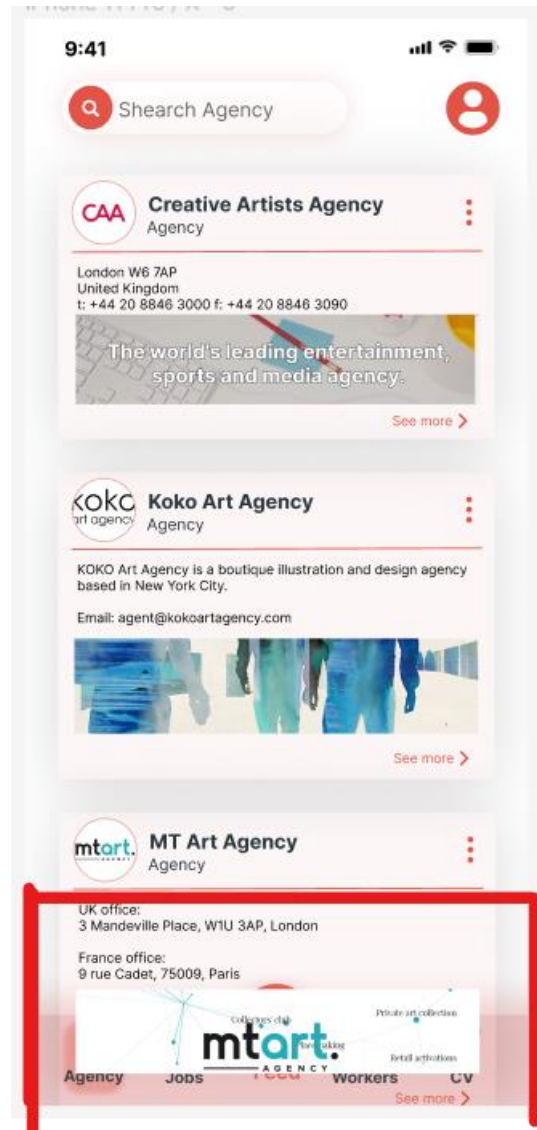
#### - Problem with element in Login

At first glance we were able to identify in one of the Login screens that one of the decoration elements of said screen was superimposed on other elements, and this was affecting its visibility, also being in that state the affected elements seemed actionable.



- Bug with navigation bar

Finally, we found an error that appeared on some screens, where the navigation bar was affected, since it was covered by other elements which should go behind the navigation bar.



- Follow-up and prevention

- Grammar mistake

This problem is very easy to solve, you just have to check the content of the different screens well and see that everything is written grammatically correct.

- Cover difference in profile

To find the solution to this problem, it is necessary to correctly verify which cover is associated with each user so that the cover of each user is known with the one that he specifies and that it does not change when moving between the screens.

- Transitions problem

To solve this problem, it is enough to observe the different transitions that exist between the different screens and verify that they are all in order, and create the correct connections between them to avoid this type of error.

- Problem with element in Login

In this case, to make the solution easier, you just have to enter and reorganize the hierarchy of the elements of the Login screen so that the elements that are being hidden by the container are indented and not outside of it.

- Bug with navigation bar

In order to solve this problem, you have to look for the properties of the navigation bar, and change its characteristics so that the bar is above all the elements on the screen and the elements that will have the scroll function so that this does not happen. problem in the future, since many elements will pass behind this element and this type of error should be avoided as much as possible.

- Decision table

"Log in"				
Conditions	Rule 1	Rule 2	Rule 3	Rule 4
Put User	F	F	T	T
Put Password	F	T	F	T
Output	E	E	E	LI

F = False  
T = True  
LI = Log in  
E = Error

"Sing in"					
Conditions	Rule 1	Rule 2	Rule 3	Rule 4	Rule 5
Put User	F	F	T	T	T
Put Full Name	F	F	T	F	T
Put Password	F	T	F	F	T
Output	E	E	E	LI	SI

F = False  
T = True  
SI = Sing in  
E = Error

"Upload an art or post"					
Conditions	Rule 1	Rule 2	Rule 3	Rule 4	Rule 5
Have the correct file	F	T	T	F	T
Have a description	F	T	F	F	T
Internet connection	F	F	T	T	T
Be logged in	F	F	T	T	T
Output	E	E	E	E	AP

F = False  
T = True  
AP = Art or post uploaded  
E = Error

"Create a Company user"					
Conditions	Rule 1	Rule 2	Rule 3	Rule 4	Rule 5
Put User name	F	T	F	T	T
Put an email	F	T	F	F	T
Define name of Company	F	T	F	F	T
Define a password	F	T	F	F	T
Internet Connection	F	F	T	T	T
Output	E	E	E	E	CU

F = False  
T = True  
CU = Company User  
E = Error



## -BUDGET

During the days in which we were analyzing and asking in different places and places to be able to select where the creation of the canvas would be sent to request, we encountered some problems which could be said to have delayed the scheduled date a bit, but it was not something that was not planned.

First of all, it is worth mentioning that we were analyzing some places asking about the price and quality of the product they could offer us, where the average price was between 200 and 300 pesos, on the other hand, in other places we did not receive any response or even to ignore our questions, which led us to automatically discard these options from the possibilities of creating the mound.

Once we finished asking and analyzing, we decided to ask the selected place to create the canvas, but on that day we no longer received a response from the premises, so we could not continue waiting any longer and we found ourselves in the need to change to the second option that had been foreseen, where we were given an answer, and they gave us a delivery time of 3 days, finally it is worth mentioning that the final price that resulted from the creation of the canvas was 230 Mexican pesos.

## - CONCLUSIONS:

Despite the various setbacks that occurred during the development of the project, such as a time delay due to external issues, in which, unfortunately, almost 2 weeks of development were lost, which caused a significant pause for the creation of the project and resulting in a postponement of the delivery dates, in addition to a restructuring and analysis of the reliability of the project, where we determined as a team which elements were going to be developed with the development time we had at that time, which led us to reduce the time that was going to be invested in the mobile prototype and focus more on the web version, since the time and personnel to create both completely was not enough.

Another problem during the analysis and creation of the different user interactions was the identification of some characteristics that were repetitive in the different users, which ended up with several cloned elements that in the end performed the same function, so It was decided to simplify these functions and unite users with similar characteristics, in this way there would not be so many unnecessarily cloned elements, and the interactions of the application with users would be simpler and easier to understand.

On the other hand, during the development of the mobile application prototype, we did not find an error coming from the tool that was being used to create the prototype, and as a result, a large part of the progress that was being made at that time was lost. which led us to change the development tool for the mobile prototype, and the creation of the mobile prototype began again, fortunately there was still enough time



for this setback and it was possible to recreate the lost designs and advances, in addition to being able to have a version of the necessary screens that the mobile application should have, in this way it was possible to have a prototype with general views which give a clear idea of how the mobile version of this application should look, which will serve as a guide for future development of it.

According to what has been mentioned so far and despite the differences found in the analysis, in the development and in the different problems that have arisen in the tools used, it will be repaired to carry out and successfully finish the development of this project, both the creation and the testing of the different cases of use in the prototypes, so this development phase was concluded by completing each of the activities mentioned at the beginning of the project in a correct way and applying the different knowledge learned throughout the course.