<ProyectoIngSoftwareGrupo4>

Version <1.0>

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# Introduction

En este documento, vamos a exponer nuestro proyecto de juego, sus funcionalidades y por qué pensamos que jugarlo es divertido y productivo.

Nuestra propuesta es realizar un juego tipo pasapalabra (Un juego en el que se responden preguntas que comienzan o contienen una letra del abecedario) un poco alternativo, más dinámico y cooperativo. El sistema de juego consistirá en una partida 1vs1.

La temática del juego va a ser enfocada en deportes de todo tipo, con una batería de preguntas de distintas disciplinas por cada letra, aunque se buscará mayor número de preguntas en deportes más populares, ya que habrá más conocimiento de los mismos por parte de los concursantes.

Con este juego queremos conseguir que sea divertido aprender acerca del deporte, sus complejidades y su historia en diferentes disciplinas además de crear una competición sana entre los jugadores.

Referencias:

* Uso de apuntes de clase (Introducción a la Ingeniería de Software) y prácticas.
* <https://es.stackoverflow.com> (Stack Overflow).
* <https://es.wikipedia.org/wiki> (Wikipedia).

# Positioning

## Background and Context

Que este proyecto de preguntas y respuestas deportivas saliera a la luz se vio motivado en gran parte por el gran interés común que todos los integrantes del grupo compartimos hacia todo aquello que rodea al deporte.

Desde un primer momento sabíamos que este juego fue concebido para mantener una experiencia dinámica, educativa, divertida y amena; donde los dos contrincantes pudieran poner a prueba su conocimiento sobre deportes.

Hemos utilizado una metodología ágil de trabajo, usando GitHub y Trello para la organización de las tareas. Una vez la idea de en que se iba a basar nuestro proyecto estuviese definida, trabajamos mano a mano planificando de la forma más óptima posible el desarrollo del juego empezando por una correcta asignación de roles. Esta metodología de trabajo implicaba no dar por finalizada ninguna fase del proceso de creación del proyecto, dado que, siempre surgían modificaciones y nuevas ideas a lo preestablecido. En consecuencia, la comunicación y la implicación de todos los miembros ha sido esencial para que nuestra idea inicial adquiriese el estado de madurez que tanto nosotros como el cliente esperaba.

## Problem Statement

|  |  |
| --- | --- |
| The problem of | [describe the problem] |
| affects | [the stakeholders affected by the problem] |
| the impact of which is | [what is the impact of the problem?] |
| a successful solution would be | [list some key benefits of a successful solution] |

## Product Position Statement

|  |  |
| --- | --- |
| For | [target customer] |
| Who | [statement of the need or opportunity] |
| The (product name) | Is a [product category] |
| That | [statement of key benefit; that is, the compelling reason to buy] |
| Unlike | [primary competitive alternative] |
| Our product | [statement of primary differentiation] |

[A product position statement communicates the intent of the application and the importance of the project to all concerned personnel.]

# Stakeholder and User Descriptions

[To effectively provide products and services that meet your stakeholders’ and users' real needs it is necessary to identify and involve all of the stakeholders as part of the Requirements Modeling process. You must also identify the users of the system and ensure that the stakeholder community adequately represents them. This section provides a profile of the stakeholders and users involved in the project, and the key problems that they perceive to be addressed by the proposed solution. It does not describe their specific requests or requirements as these are captured in a separate stakeholder requests artifact. Instead, it provides the background and justification for why the requirements are needed.]

## Stakeholder Summary

[There are a number of stakeholders with an interest in the development and not all of them are end users. Present a summary list of these non-user stakeholders. (The users are summarized in section 3.2.)]

|  |  |  |
| --- | --- | --- |
| Name | Description | Responsibilities |
| [Name the stakeholder type.] | [Briefly describe the stakeholder.] | [Summarize the stakeholder's key responsibilities with regard to the system being developed; that is, their interest as a stakeholder. For example, this stakeholder:  - ensures that the system will be maintainable  - ensures that there will be a market demand for the product's features  - monitors the project's progress  - approves funding  - and so forth] |

## User Summary

[Present a summary list of all identified users.]

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Responsibilities | Stakeholder |
| [Name the user type.] | [Briefly describe what they represent with respect to the system.] | [List the user's key responsibilities with regard to the system being developed; for example:  - captures details  - produces reports  - coordinates work  - and so on] | [If the user is not directly represented, identify which stakeholder is responsible for representing the user's interests.] |

## User Environment

En la creación del Proyecto se han visto involucradas un total de 9 personas. Cada spring de nuestro Proyecto tiene una duración de una semana y, la duración del mismo es fija.

Los jugadores deben de estar provistos de un equipo con acceso a internet y con teclado.

Nuestro programa es independiente y solo podrá ejecutarse en un PC con sistema operativo Windows .

## Key Stakeholder or User Needs

[List the key problems with existing solutions as perceived by the stakeholder or user. Clarify the following issues for each problem:

* What are the reasons for this problem?
* How is it solved now?
* What solutions does the stakeholder or user want?]

[It is important to understand the relative importance the stakeholder or user places on solving each problem. Ranking and cumulative voting techniques indicate problems that must be solved versus issues they would like addressed.

Fill in the following table—if using Rational RequisitePro to capture the Needs, this could be an extract or report from that tool.]

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Need | Priority | Concerns | | Current Solution | | | Proposed Solutions | |
| Modificación en la idea del proyecto | Muy alta ya que sin una idea bien definida no podíamos continuar. | Nos preocupaba que la descripción del sistema de juego no se ajustara con lo que teníamos en mente. | | Reunión con el cliente y posterior modificación de la descripción del proyecto. | | | Revisar la idea de proyecto de nuevo y aclarar algunos aspectos respecto al sistema de puntuación promoviendo una jugabilidad más óptima. | |
|  |  |  |  | |  |  | |

## Alternatives and Competition

[Identify alternatives the stakeholder perceives as available. These can include buying a competitor’s product, building a homegrown solution, or simply maintaining the status quo. List any known competitive choices that exist or may become available. Include the major strengths and weaknesses of each competitor as perceived by the stakeholder or end user.]

En el Mercado podemos ver una amplia oferta de juegos parecidos al que planteamos nosotros. Creemos que en el ámbito de quiz de preguntas ya respuestas deportivas podemos hacernos un hueco. Aportamos una alternativa dinámica y lúdica y no tantos juegos se enfocan primordialmente al deporte sino que abarcan otros campos. Algunos elementos de la competencia pueden ser los juegos inspirados en los programas Pasapalabra, Ahora Caigo o Trivial Pursuit entre otros.

# Product Overview

[This section provides a high-level view of the product capabilities, interfaces to other applications, and systems configurations. This section usually consists of two subsections, as follows:

* Product perspective
* Assumptions and dependencies]

## Product Perspective

[This subsection of the Vision document puts the product in perspective to other related products and the user’s environment. If the product is independent and totally self-contained, state it here. If the product is a component of a larger system, then this subsection relates how these systems interact and needs to identify the relevant interfaces between the systems. One easy way to display the major components of the larger system, interconnections, and external interfaces is with a block diagram.]

Nuestro producto es independiente y no forma parte de un Sistema mayor, tiene sentido visto como un producto único. Por otro lado, respecto a otros productos sacamos la conclusion que nuestro programa es de facil uso y cuenta con las comodidades que te aporta escribir en un teclado a diferencia de un juego de mesa o un programa de television.

## Assumptions and Dependencies

[List each factor that affects the features stated in the Vision document. List assumptions that, if changed, will alter the Vision document. For example, an assumption may state that a specific operating system will be available for the hardware designated for the software product. If the operating system is not available, the Vision document will need to change.]

# Product Features

[List and briefly describe the product features. Features are the high-level capabilities of the system that are necessary to deliver benefits to the users. Each feature is an externally desired service that typically requires a series of inputs to achieve the desired result. For example, a feature of a problem tracking system might be the ability to provide trending reports. As the use-case model takes shape, update the description to refer to the use cases.

Because the Vision document is reviewed by a wide variety of involved personnel, the level of detail needs to be general enough for everyone to understand. However, enough detail must be available to provide the team with the information they need to create a use-case model.

To effectively manage application complexity, we recommend for any new system, or an increment to an existing system, capabilities are abstracted to a high enough level so 25-99 features result. These features provide the fundamental basis for product definition, scope management, and project management. Each feature will be expanded in greater detail in the use-case model.

Throughout this section, each feature will be externally perceivable by users, operators, or other external systems. These features should include a description of functionality and any relevant usability issues that must be addressed. The following guidelines apply:

* Avoid design. Keep feature descriptions at a general level. Focus on capabilities needed and why (not how) they should be implemented.
* If you are using the Rational RequisitePro toolkit, all need to be selected as requirements of type for easy reference and tracking.

Define the priority of the different system features. Include, if useful, attributes such as stability, benefit, effort, and risk.]

# Other Product Requirements

[At a high-level, list applicable standards, hardware, or platform requirements; performance requirements; and environmental requirements.

Define the quality ranges for performance, robustness, fault tolerance, usability, and similar characteristics that are not captured in the Feature Set.

Note any design constraints, external constraints, or other dependencies.

Define any specific documentation requirements, including user manuals, online help, installation, labeling, and packaging requirements.

Define the priority of these other product requirements. Include, if useful, attributes such as stability, benefit, effort, and risk.]

**BORRAR TODO LO ROJO ANTES DE ENTREGAR**