S.I.G.P.D.

Inglés

JurassiCode

Rol	Apellido	Nombre	C.I	Email
Coordinador	Fianza	Ignacio	5.690.153-1	businessignaciofianza@gmail.com
Sub-Coordinador	Benítez	Sebastián	5.652.044-4	sebastianbenitez2505@gmail.com
Integrante 1	Fleitas	Joaquín	5.570.982-3	joacolambru7@gmail.com
Integrante 2	Paz	Tomás	5.700.344-1	tomaslautaropaz@gmail.com

Docente: Reggio, Cecilia

Fecha de culminación

14/7/2025

PRIMERA ENTREGA

ÍNDICE

Mission and Vision of the company (JurassiCode)

Mission:

Our mission is to design digital solutions that combine education and play, using accessible and modern technologies. We aim to improve the experience of students and teachers through intuitive tools like JurassiDraft, which facilitate participation, organization, and tracking of game-based activities.

Vision:

We aspire to become a reference in the creation of digital educational platforms inspired by board games. We want to promote gamification as a pedagogical strategy, encouraging active learning and strategic thinking in educational institutions throughout Latin America.

Team integration, roles and criteria for team formation

Team integration:

The team is made up of four UTU students who combine knowledge in programming, design, logic, documentation, and presentation. We are united by our shared interest in board games, technology, and collaborative work.

Defined roles:

Seba: Backend development, database logic, and system security.

Nacho: Frontend development, connection with backend, technical and general documentation.

Tomi: Visual design, user experience, and interface presentation.

Joaco: System testing, functionality verification, support, and presentations.

Team formation criteria:

The team was formed considering both technical skills and communication, commitment, and good relationship among its members. A balance was sought between technical, visual, and communication aspects to achieve a functional and attractive product.

System design considerations

Friendly, intuitive, and responsive interface.

User management with differentiated roles (players and admin).

Secure data storage using normalized relational database.

Smooth navigation with subtle animations and clear visual hierarchy.

Modular structure to allow future improvements or adaptations.

Visual aesthetics inspired by the original board game, connecting users with the dinosaur theme.

Objectives, requirements, success criteria and limitations

Objectives:

Digitize the tracking and registration of Draftosaurus game sessions.

Provide a useful and functional tool for educational environments.

Promote the use of web technologies for educational purposes.

Develop a visually attractive, functional, and easy-to-use platform.

Requirements:

Hardware: PC, laptop, tablet or smartphone with a modern browser.

Software: Updated browser, Apache, PHP, MySQL. XAMPP was used in local development.

Economic resources: No financial investment; free tools were used.

How we got them: All resources were managed by the team from home or school practice environments.

Human resources: Teamwork supported by classroom knowledge and self-learning.

Success criteria:

The system should make game tracking easier and more organized.

It should be visually attractive and functional for users of all ages.

It must allow quick review of history and easy corrections.

Its use should enhance the game experience and encourage implementation in classrooms.

Limitations:

Limited time to complete full system development.

Restricted access to real testing with external teachers.

No permanent web hosting, limiting online availability.

Some complex features were not implemented due to lack of time and experience.

User manual of the game

Log in: Log in as a player or as an administrator. The administrator can view all games and create new ones.

Register a game: Enter player information and start a new game. You can select classic or alternative mode.

Score registration: After each round, enter the points for each player according to the game mechanics (board zones, dinosaur types, rules).

Save and view games: When finished, the game is saved in the database. You can view it later in the game history panel.

Edit data: The administrator can edit or delete games, players, and results if necessary.

Log out: You can log out from anywhere in the system and return to the login screen.

Shorts Links:

Ignacio Fianza

https://www.youtube.com/shorts/pfpgrCUzzA8

Sebastian Benitez

https://www.youtube.com/shorts/WEsr2SK8YiM

Joaquín Fleitas

https://youtube.com/shorts/TnZiCIOLNmQ

Tomás Paz

https://www.youtube.com/shorts/4f_cDP0ZnN8