**S.I.V.E.**

Inglés

Larm Software Design

| **Rol** | **Apellido** | **Nombre** | **C.I** | **Email** | **Tel/Cel.** |
| --- | --- | --- | --- | --- | --- |
| Coordinador | Magallanes | Romina | 5.400.848-2 | Magallanesromina276@gmail.com | 092111432 |
| Sub-Coordinador | Corbo | Maximiliano | 5.627.534-6 | Maximiliano.corbo394@gmail.com | 095607485 |
| Integrante 1 | García | Luciano | 5.305.541-2 | Lucianopro@gmail.com | 098965993 |
| Integrante 2 | Landó | Alejandro | 5.357.225-6 | Aleraz2003@gmail.com | 091473792 |

**Docente: Demaria, Ana**

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# Table of contents

[**Table of contents**](#_ilet1jq4a5rx) **2**

[**Identification of group members**](#_i4ugh47rmw00) **3**

[**Members' roles**](#_2b0dsv6iuzbk) **4**

[**Mission and vision of the company**](#_fdc6gwxj93wb) **5**

[Mission](#_ghmani97cuur) 5

[Vision](#_dgge3kda5jdv) 5

[**Considerations about system design**](#_ihxny3ke72qa) **5**

[**Objectives of the project**](#_97pvasl4x5k7) **5**

[**Requirements**](#_ixqfe1dx5nd2) **6**

[Functional requirements](#_cd16as22n2q0) 6

[Non-functional requirements](#_kain4gxbcc21) 6

[**Success criteria**](#_m8wlzj17jwkx) **7**

[**Limitations**](#_4nzlejprvj0m) **7**

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# Identification of group members

The Larm Software Design group is made up of Luciano García, Alejandro Landó, Maximiliano Corbo and Romina Magallanes.

There are many reasons because we decided to form this group, the main one is the great experience of working on previous projects together.

Another important reason is that each member has areas where they develop better than others, which makes us all complement each other and cover all areas of the project.We all know our strengths and weaknesses in different areas, making it easier to distribute tasks and organize. We all know our strengths and weaknesses, making it easier to distribute tasks and organize.

Coordinator Sub-Coordinator

Magallanes, Romina Corbo, Maximiliano

Member 1 Member 2

García, Luciano Landó, Alejandro

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# Members' roles

We assign the roles according to the tasks we perform and the time each one has to work from home. In this way, we optimize the organization and assignment of tasks.

Romina was assigned to the role of coordinator because she is the one who has management, organization, planning and correct leadership skills.

Her role will be to plan the organization of the tasks, have communication between the teachers and the group, and maintain motivation in the team.

Maximiliano was assigned as sub-coordinator because he has experience working in a group, has communication skills and complements the tasks he does with Romina.

He usually organizes the topics we discuss in the meetings, also he works on correcting assignments, creating logos, banners and other resources.

Luciano is a member of the team, is the select because he has an excellent performance in the backend area.

Luciano works in an organized way and is very handy.

He has the skills to program, create and administer databases, and lead teams in these areas.

Alejandro is also selected to be a member of the team, he has good skills to solve problems, propose solutions and influence.

Alejandro will be in charge of the front-end of the projects and will guide the team when working in this area because he is interested in web design and programming.

# Mission and vision of the company

## Mission

Be the leading company in the development and design of software in Uruguay. Giving our clients the resources that drive their growth and performance through technology.

## Vision

Offer solutions in the world of computing to our clients through personalized assistance, prioritizing their economy and facilitating their insertion in the world of e-commerce, for companies to introduce themselves to the technology of software and its growth is boosted.

# Considerations about system design

For the project, we consider that the most important aspects are the usability, reliability and the performance of the software. The system must meet the customer's needs and be easy to use to meet them.

Necessary to be clear about the requirements and make an analysis of the problem to be solved for the usability

Many people are still wary of providing their data, so we emphasize software security.

At the time of designing, we implement modularity in the code, small programs are executed in the order of the tasks. That facilitates the simultaneous work of team members and future maintenance.

# Objectives of the project

The project's objective is to create a computerized purchasing system that will be software for companies that want to sell their products.

# Requirements

## Functional requirements

* It is required to make purchases with international credit and debit cards, Paypal or similar. Payments can also be made in payment centres
* The option to make the purchase from the headquarters or from the different branches should be included.
* The customer must indicate if they pick up at the indicated pickup centre or if the home delivery is made
* Within the software, software must be generated with information on the profiles for the awarding of prizes to the best clients
* The user must enter from a computer located within the network or from the internet
* Creation of a history of the products purchased by a customer and the products consulted
* After 24 business hours to make the payment, the purchase is canceled and a record of incidents must be generated
* The user's profile must include the address, which can be updated at any time
* They require to implement a package tracking service, they are followed from the origin to the final delivery at the pickup center or at the specified delivery address
* The products that are loaded can be used or new and national or international

## Non-functional requirements

It is requested that the software be simple, intuitive and comfortable for users

# Success criteria

We believe that success is our project's performance, stakeholder satisfaction, and efficiency.

Success for us is to satisfy users and improve their quality of life.

The most important variables taken into account to measure the success of a software project are time, scope, cost, stakeholder satisfaction, performance, quality, efficiency, project management, and environmental impact.

To be successful, we will use different tools, such as agile methodologies.

# Limitations

We consider that our main limitation is that we are in a learning process. During the development of the project, we are acquiring the knowledge to carry it out, so some tasks are delayed due to a lack of knowledge.

Time is another important limitation since the project began in May and ends in November 2021

Beyond these limitations, we consider that we have the necessary capacities to achieve a project that meets the client's needs.