# Learn It Yourself

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## Business

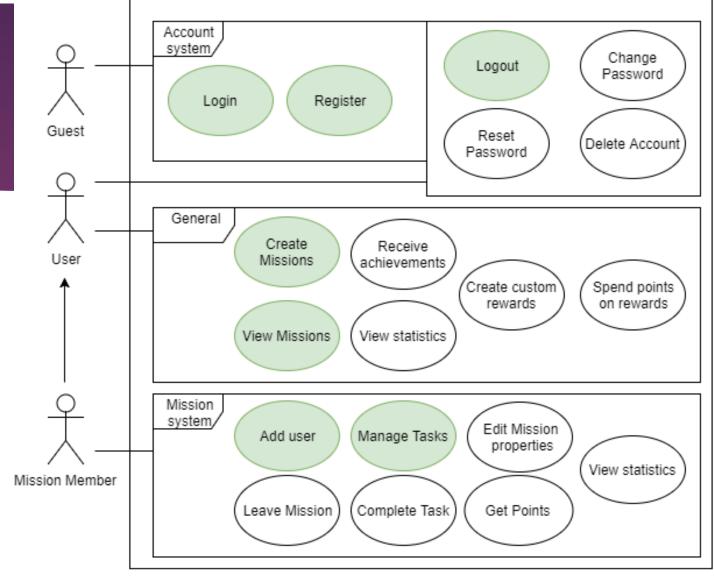
VISION, USE-CASE, PM, RUP

#### Vision

- ► Turn mundane tasks such as studying into a game!
- Applying the concepts of gamification to your studies and tasks in a way no one ever has!
- Get points for the completion of tasks and spend them on personal rewards

## Scope: Use-Case Diagram

- I) Account system 😊
- 2) Create/View Mission
- 3) Add user
- 4) Manage Tasks





First semester

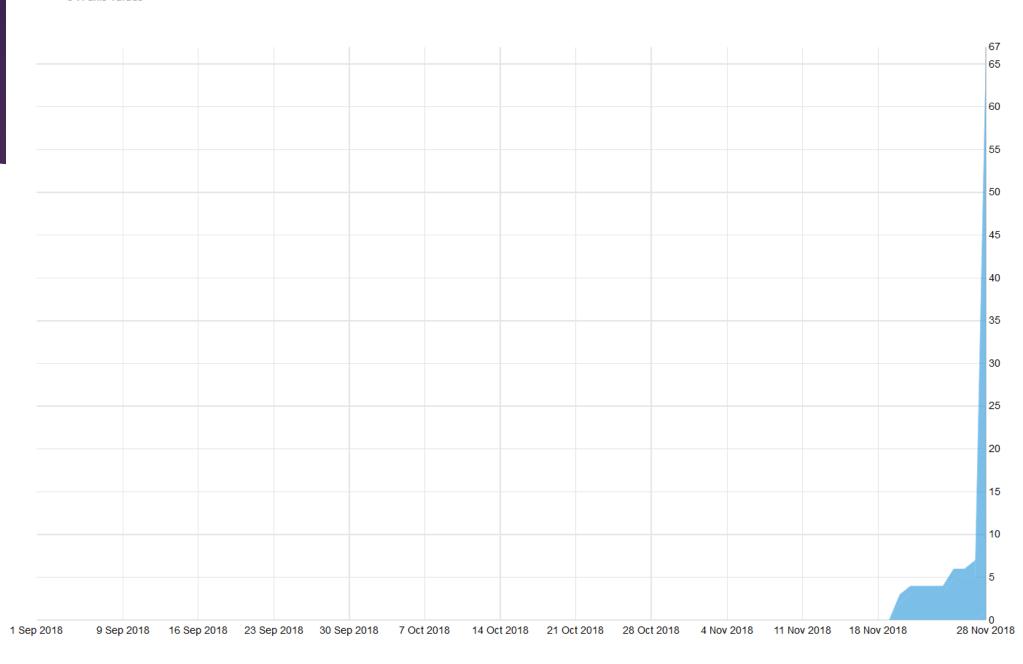
Optional / Second Semester

## Project management

- SCRUMMING with YouTrack
- Dont assume that the people you present to know what scrum is.
- So you can explain why you pick this method and how it affects the client.

# SRS

RUP

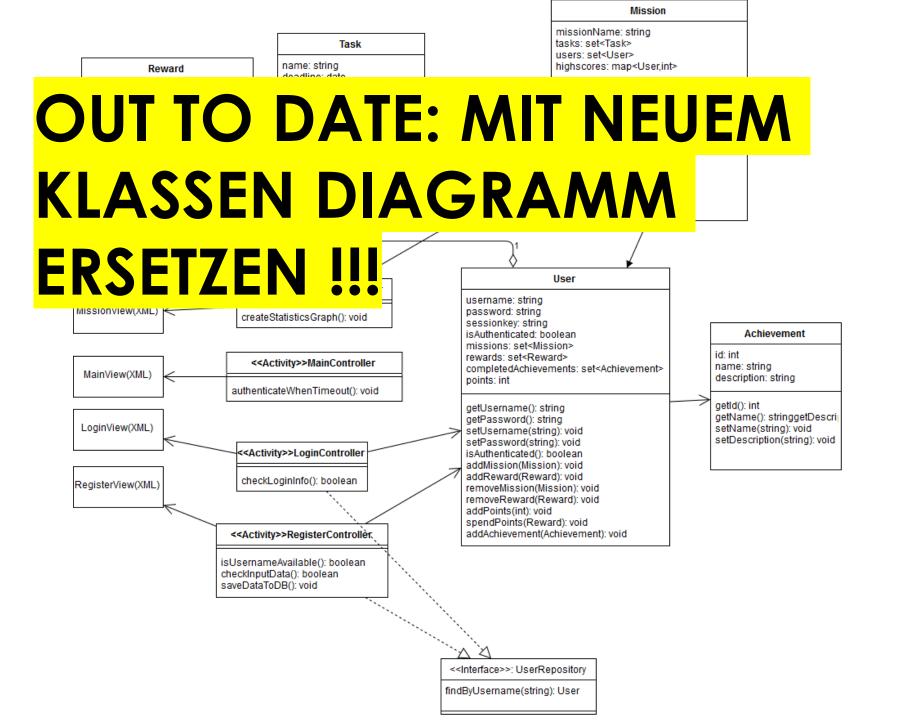


## Burndown



# Technology

CLASS DIAGRAM, LIVE DEMO



## Demo

► How far have we come?

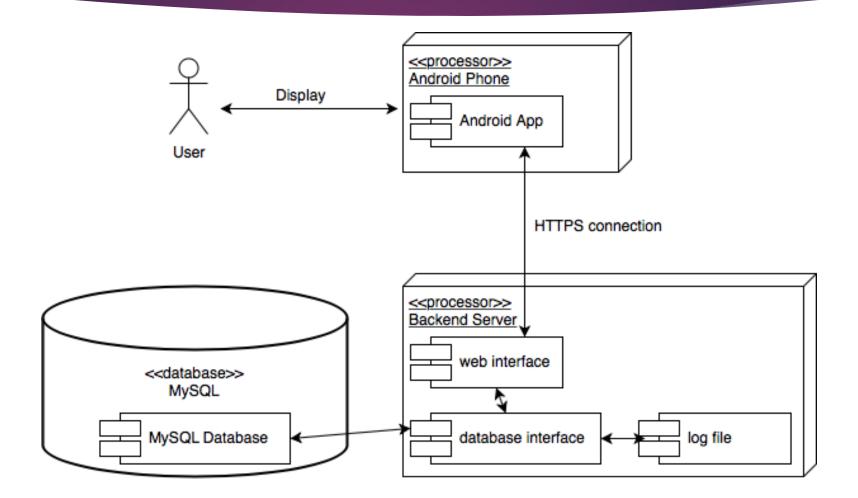


TOOLS, ARCHITECTURE, AUTOMATION

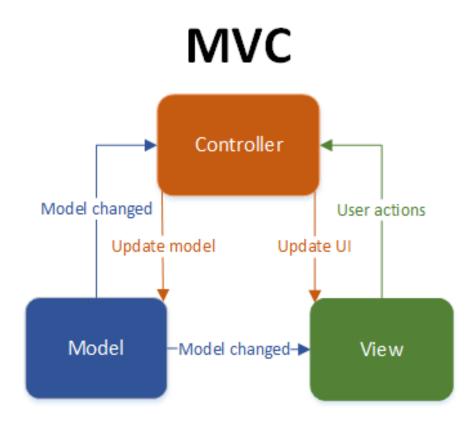
## Werkzeuge & Frameworks

- YouTrack (Projektmanagement)
- Github (Version control)
- Android Studio & PhpStorm (IDE)
- WordPress (Blog Documentation)
- Gradle (Build system)
- Apache & MySQL (Server and database)

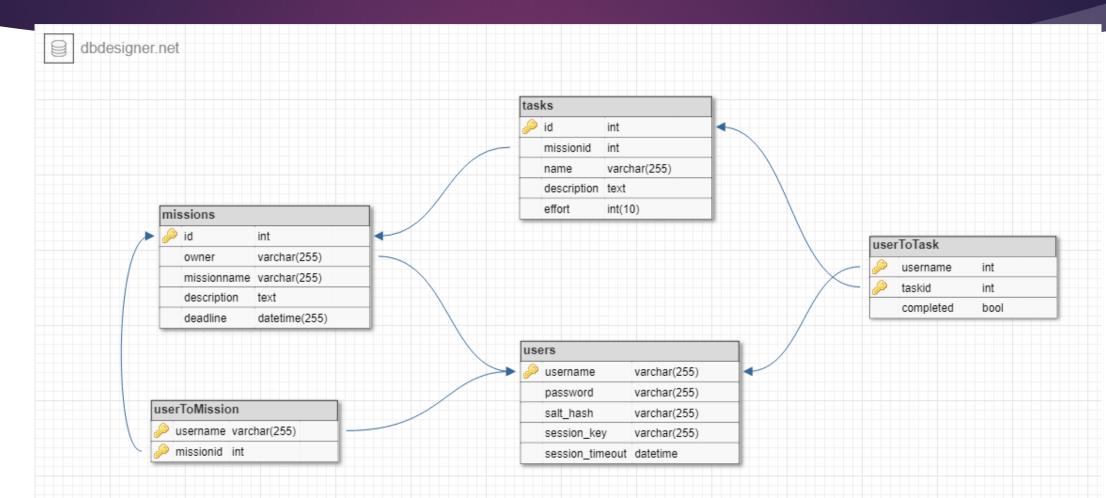
#### Architecture



## Architecture II



#### Architecture III



# Configuration

No clue

#### Automation

- ► Tests, DIE, git, YouTrack SHOW Integration
- Automated testing is important, why is it important. Are you mentioning that in your talk, are you explaining how it is integrated into your project. what does this mean for the client?

#### Present proof that yours are executed.

So - not only are you implementing it technically, but you are also arguing in your presentation

how it is integrated into your project management and software engineering process and

methodology of running your project.

You don't need to mention it 4 times, but for me I need to see whether you cover all aspects

of the testing during your talk.