



Proyecto Final de Sistemas

- Tecnicatura en Sistemas IT
 - Sistema Dual Alemán



2022-2023

Agenda

- Introducción
- Áreas de trabajo
- Demo
- Mejoras a futuro
- Conclusiones



Introducción

AHK
Argentina

¿Qué es y como surge Planung?

Áreas de trabajo

- Análisis Funcional
- Organización y gestión del proyecto
- Diseño
- Desarrollo



Análisis Funcional



Objetivos
del
proyecto

Análisis Funcional



Análisis del sistema

- Funcionalidades
- Identificación de entidades
- Casos de uso

Análisis Funcional



Análisis del sistema

- Alcance
- Riesgos
- Documentación

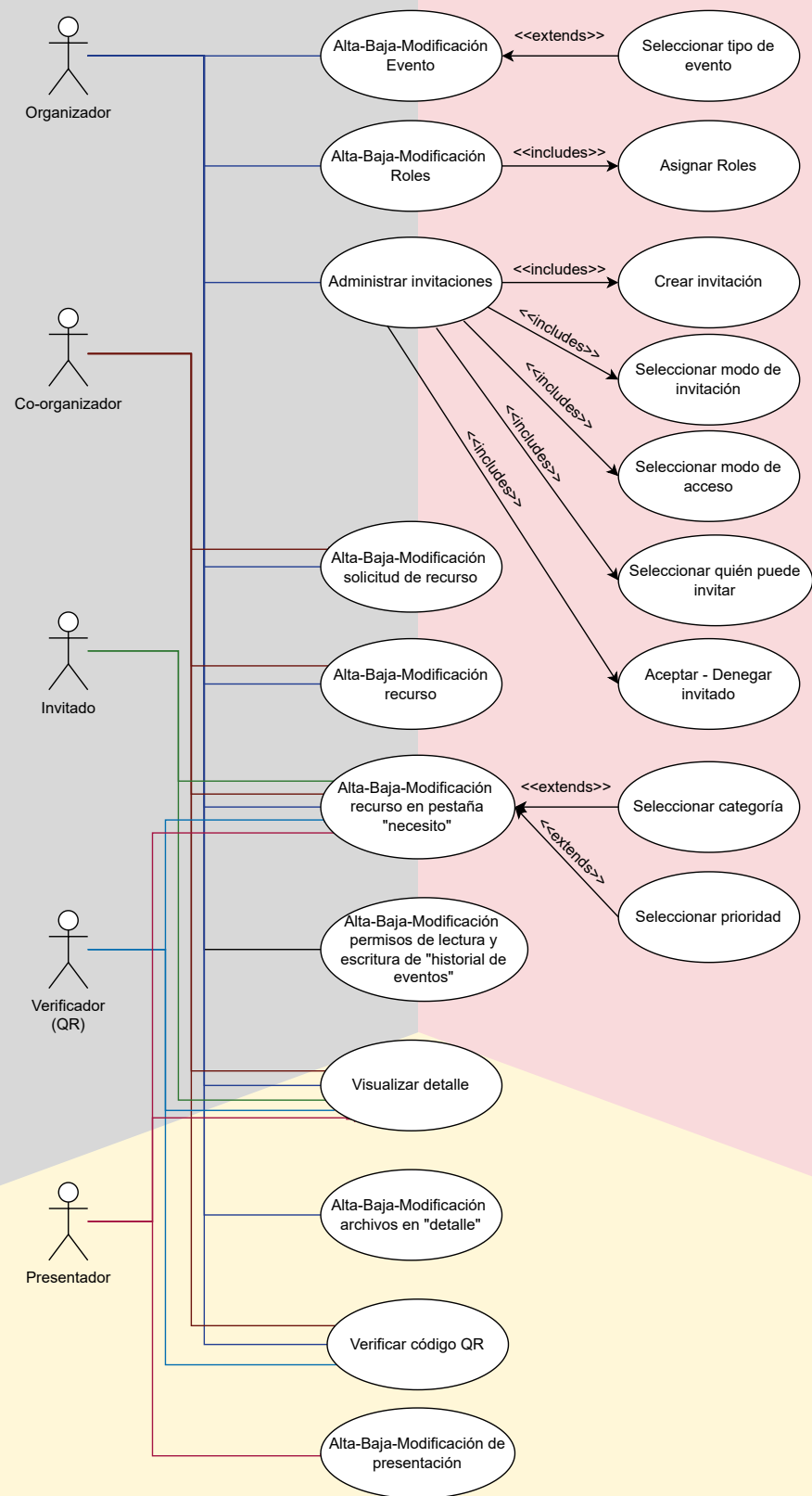
Diagrama de Casos de Uso

Roles

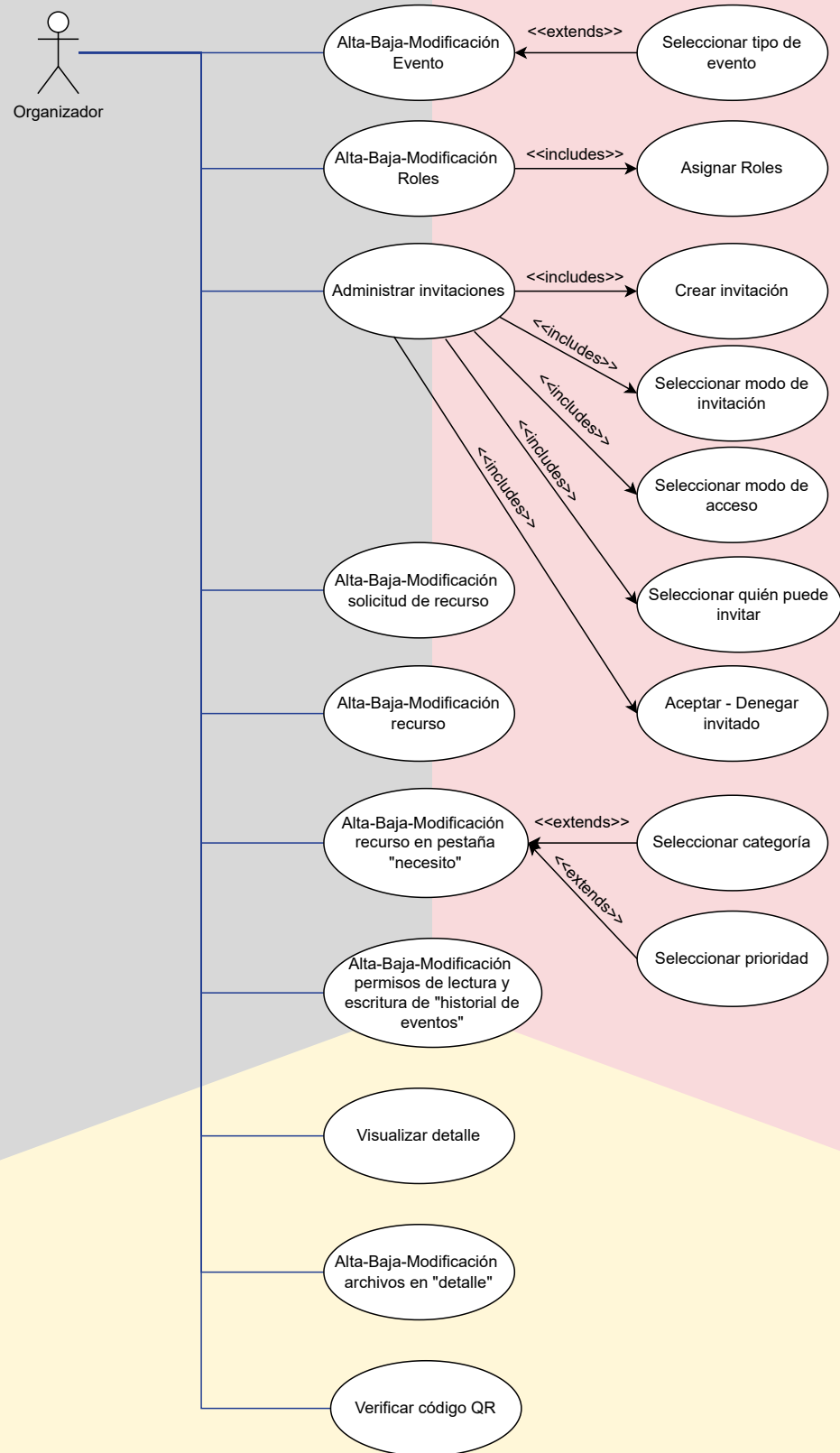


- Organizador
- Co-organizador
- Invitado
- Verificador (QR)
- Presentador

Casos de uso



Organizador



Co-Organizadr


Co-organizador

Alta-Baja-Modificación
solicitud de recurso

Alta-Baja-Modificación
recurso

Alta-Baja-Modificación
recurso en pestaña
"necesito"

<<extends>>

Seleccionar categoría

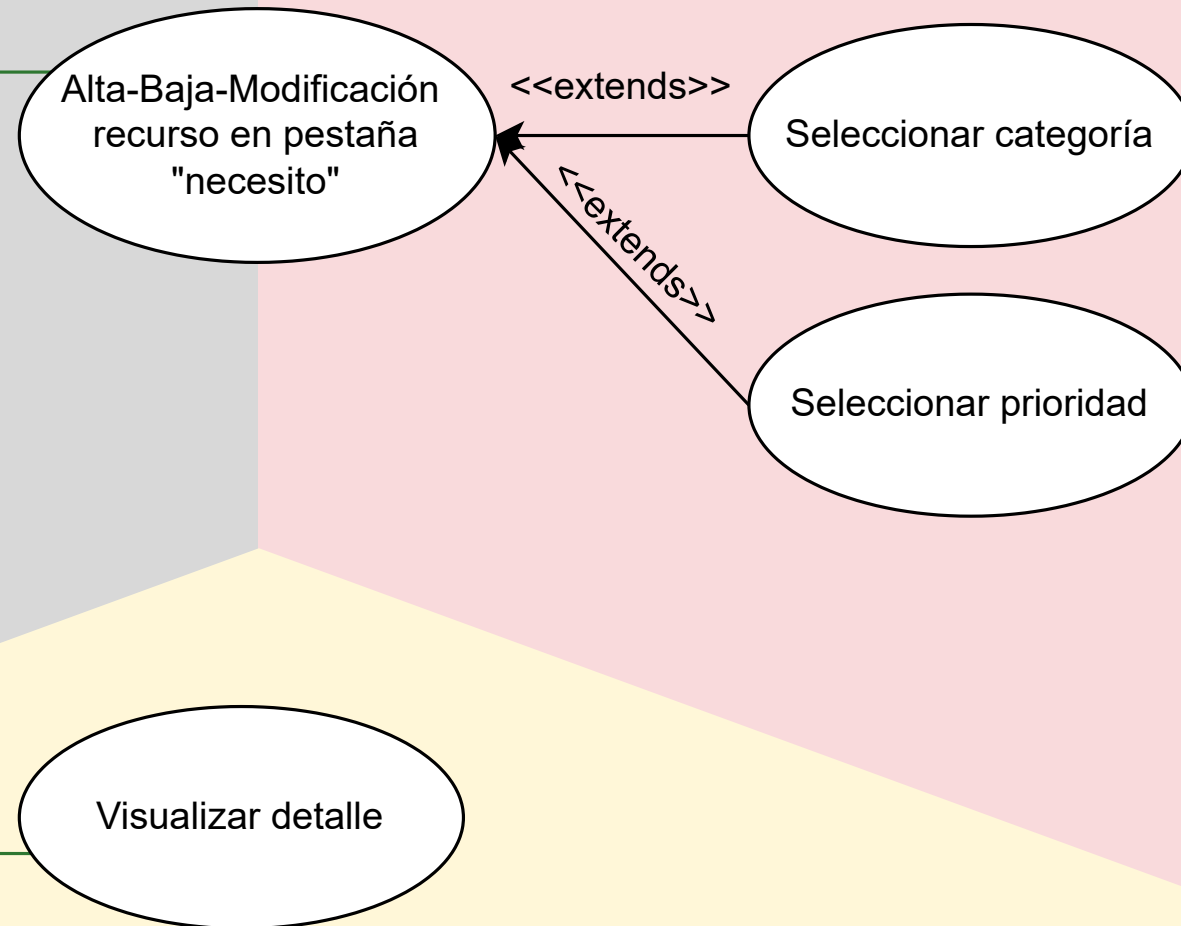
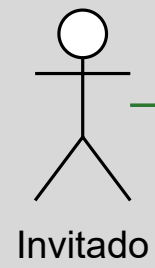
<<extends>>

Seleccionar prioridad

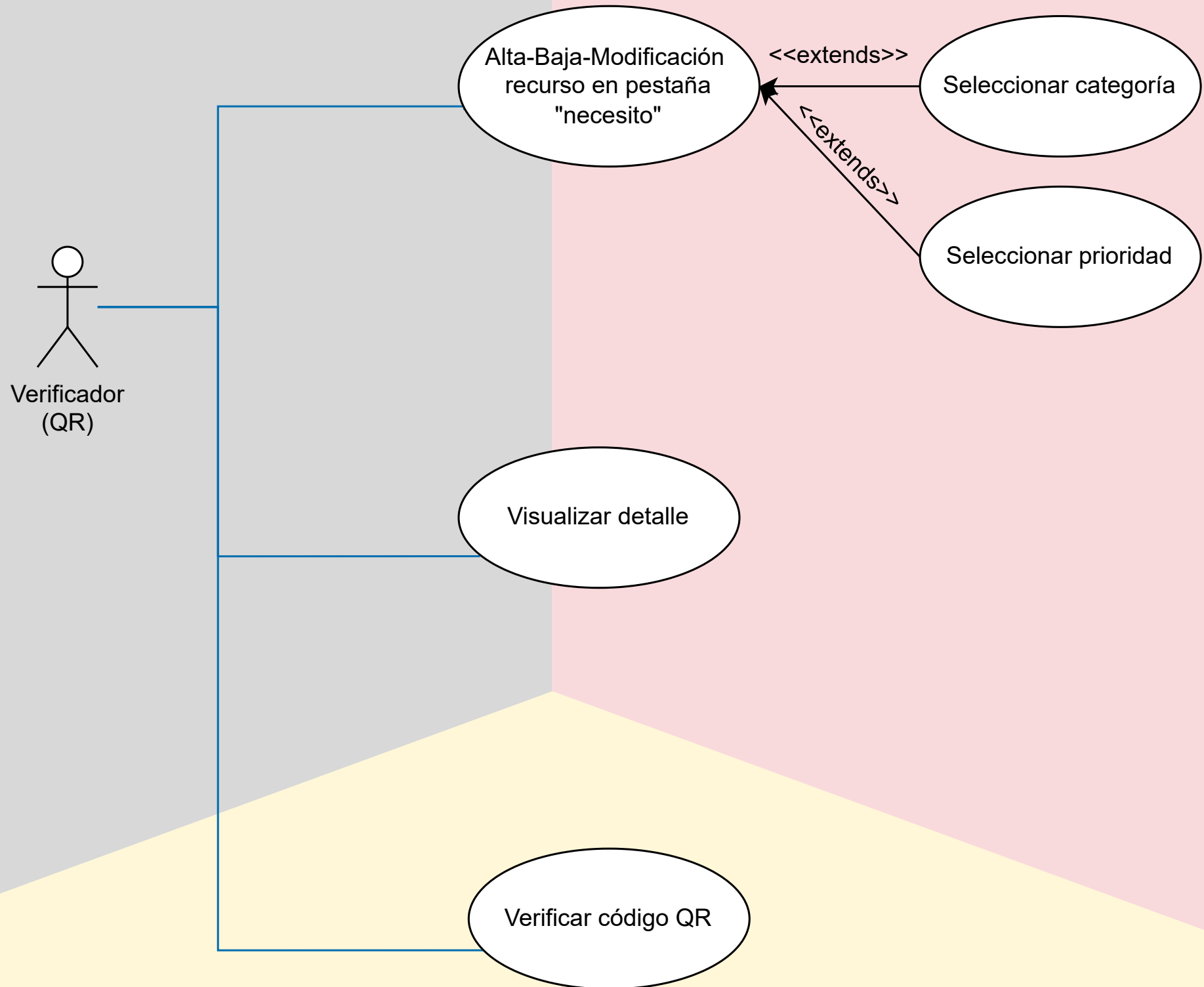
Visualizar detalle

Verificar código QR

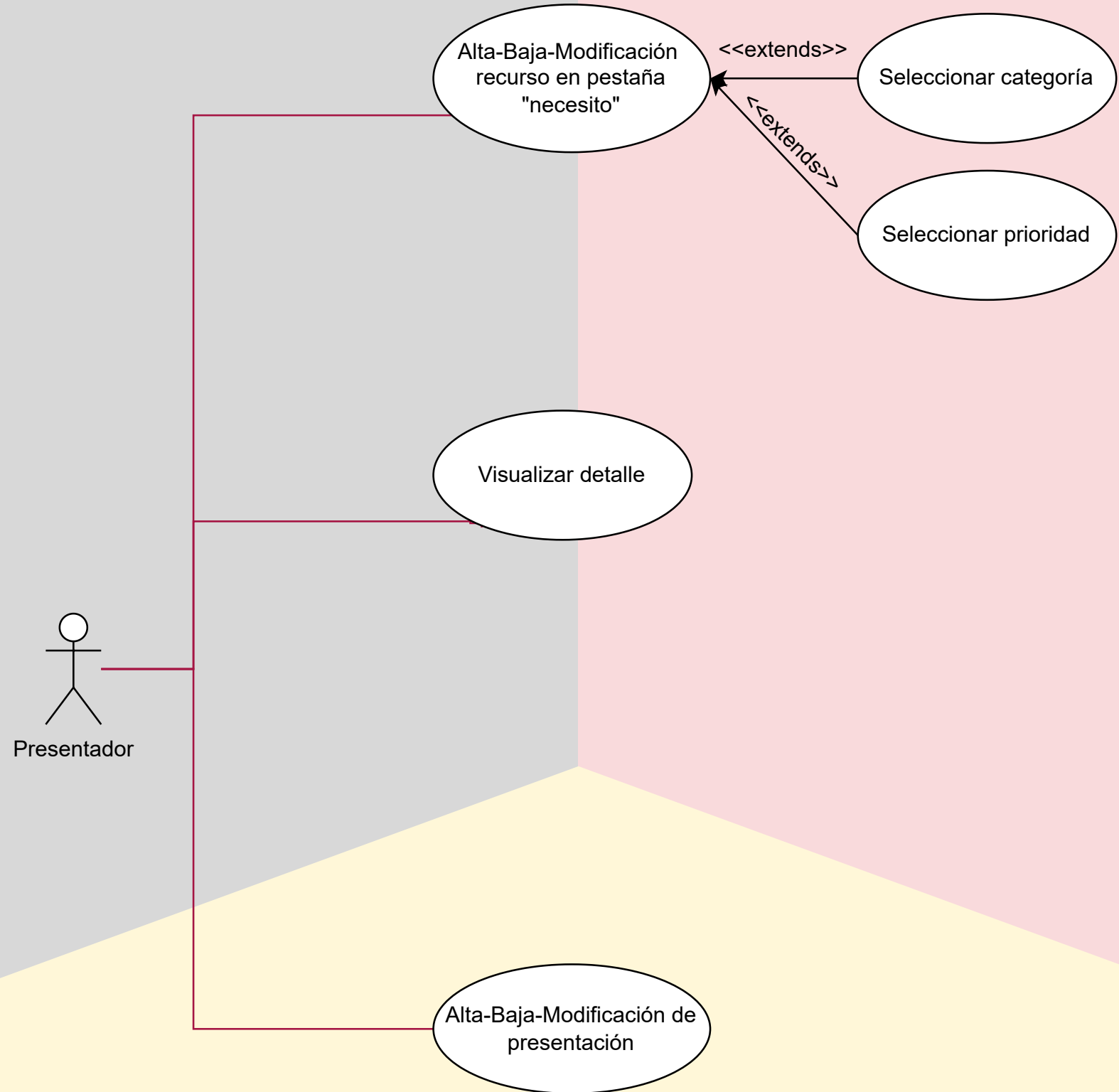
Invitado



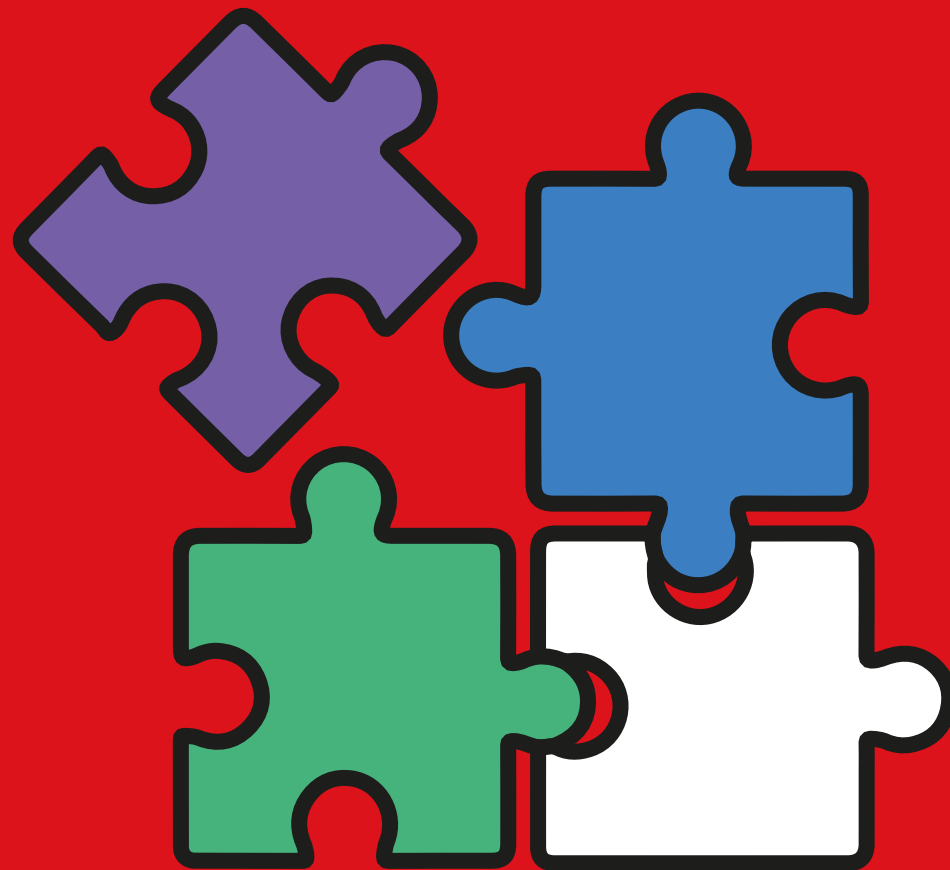
Verificador (QR)



Presentador

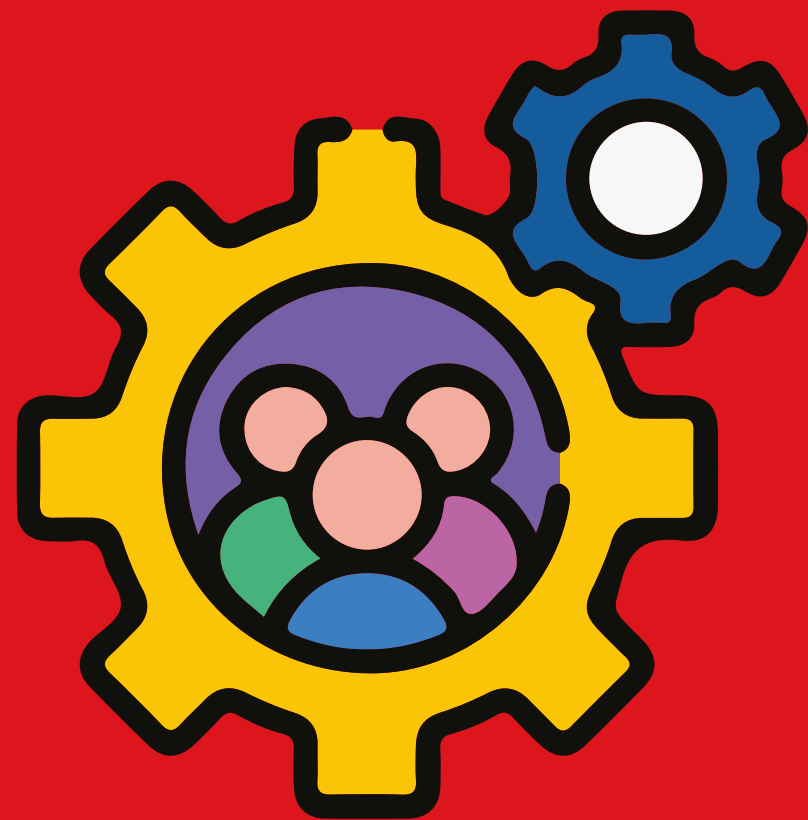


Organización y gestion del proyecto



AHK
Argentina

Equipo de desarrollo



10



Integrantes del equipo

- Agustin Harris
- Federico Madrid
- Tomas Katz
- Lautaro Hahn
- Ramiro Tusó
- Bruno Siafas
- Gabriel Valle
- Lautaro Alvarez
- Antonio Domke
- Franco Mendoza



Roles y distribución

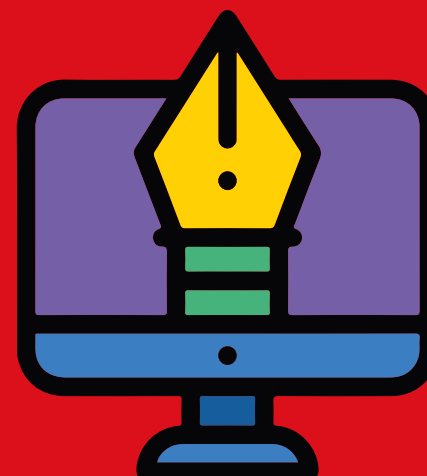


Agustin
Lautaro H

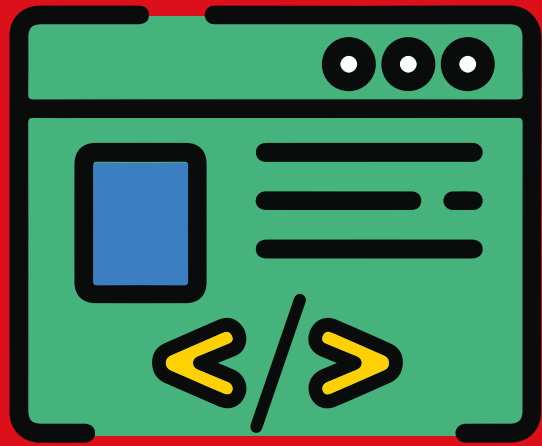


Agustin

Lautaro H

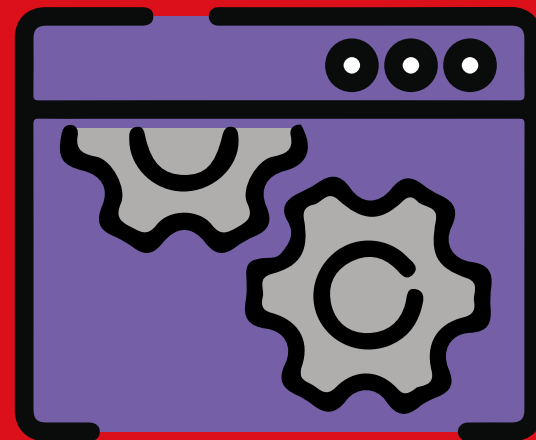


Roles y distribución



Bruno
Ramiro
Federico
Lautaro A

Franco
Gabriel
Tomas

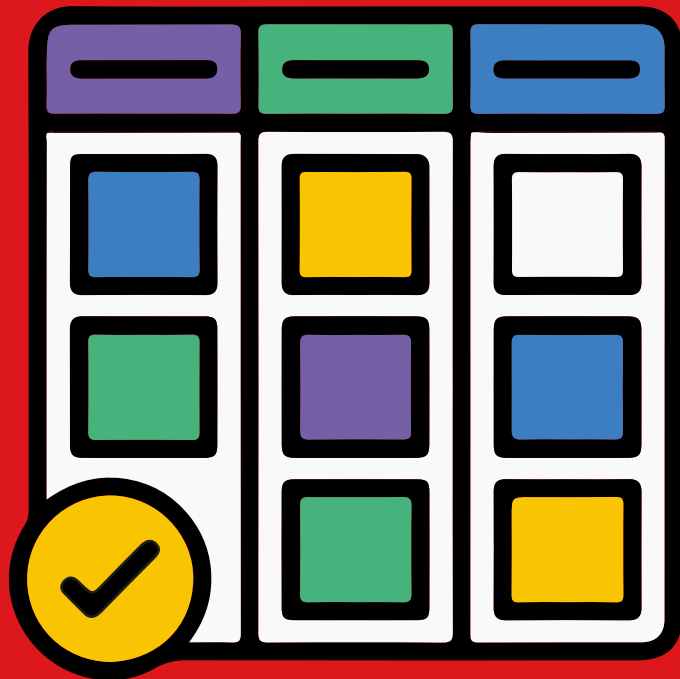


Antonio



Metodología Utilizada

Kanban



Comunicación



Diseño e interfaz



&



AHK
Argentina

Herramientas



Desarrollos

- Inspiraciones / Referencias
- Isotipo de la app
- Guía de colores
- Guía de tipografía
- Maquetas



Bauhaus



LESS
IS ▲
M●OR
E ■

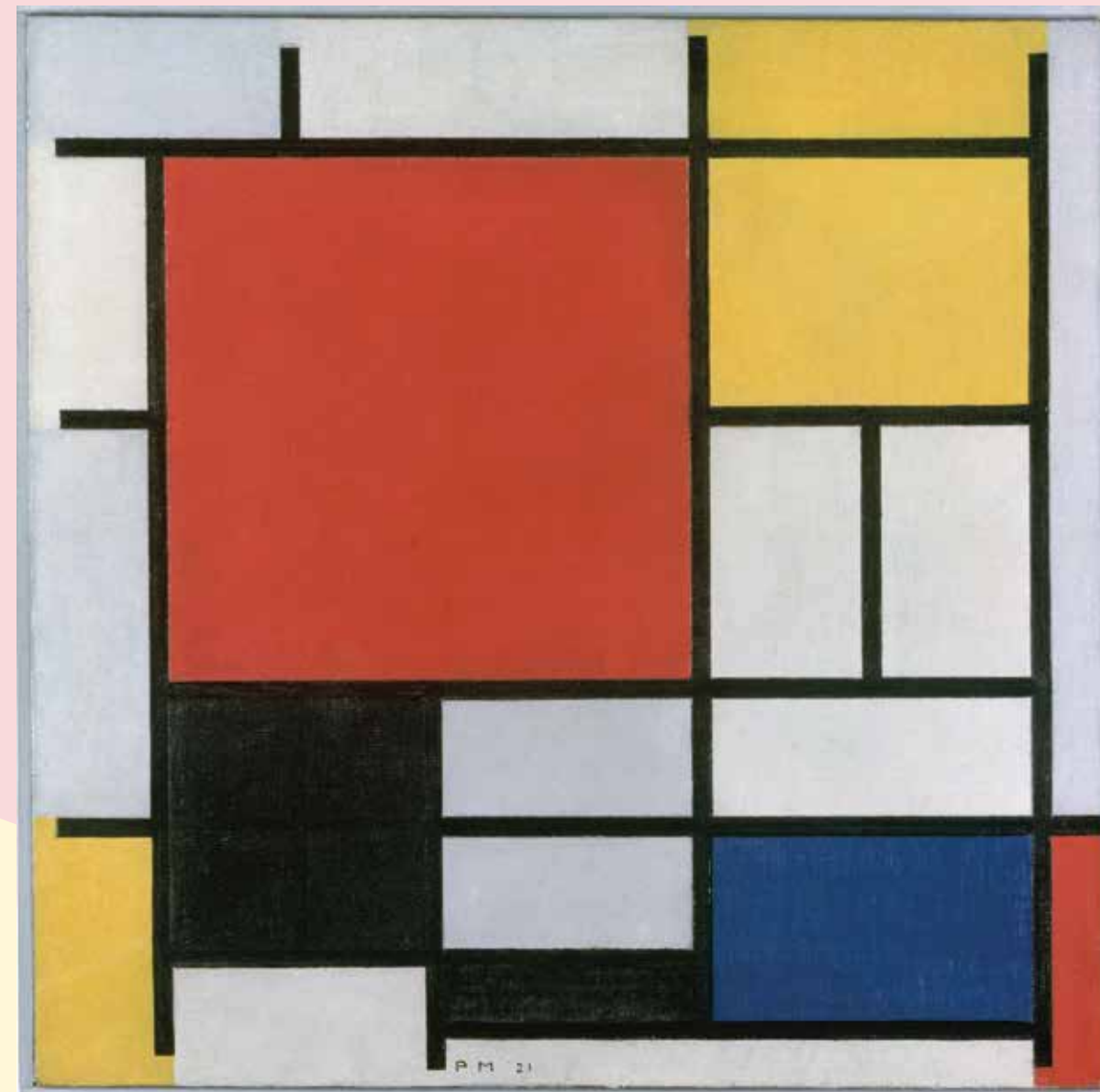


Inspiraciones / Referencias



Piet Mondrian

1930

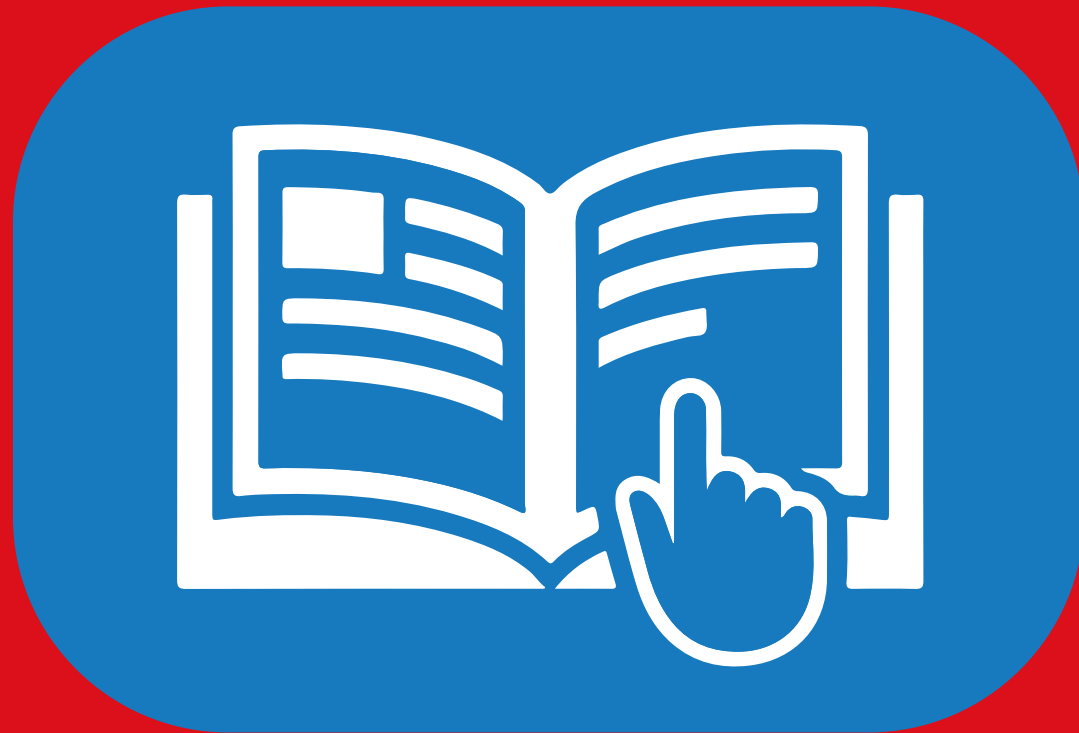


Isotipo de la app





Guía de colores



Sistema de Gestión de Eventos

App Desing

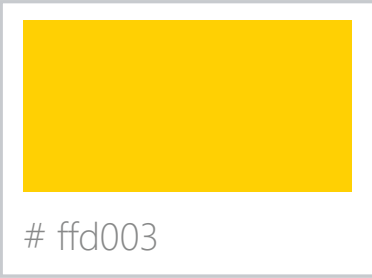
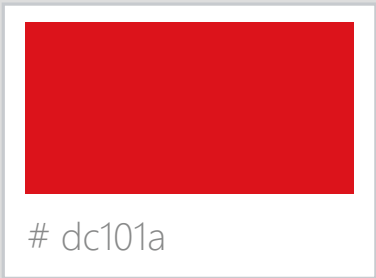
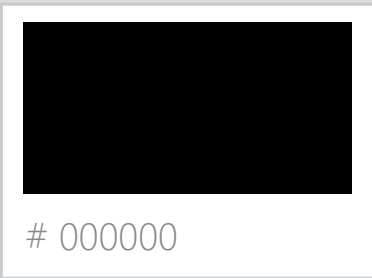
00 / Section

00 Section / Description

Usage guide

App Colors

Primary color



Secondary color



00 Section / Description

Usage guide

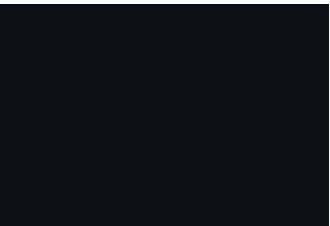
Description

The colors are the most important elements to inspire and communicate the Application personality. User interfaces are made first-and-foremost to fulfill a user experience. This can be achieved with very basic elements, but is often dressed up with colors and textures.

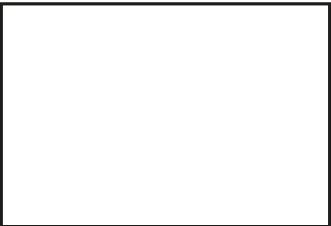
Our color palette comprises primary, secondary, text and grey colors that can be used for illustration or to develop our user interface elements. They've been designed to work harmoniously with each other. The color palette starts with primary colors and fills in the spectrum to create a complete and usable palette for web and mobile.

Grey Scale

Black and White



Gray
0c0f15



White
FFFFFFFF

Shades of Gray



262626



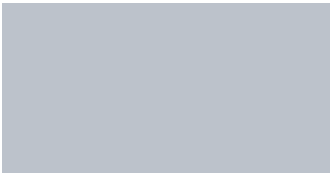
3f4244



6a6d71



9a9fa5



BCC2CB

00 Section / Description

Usage guide

Description

The colors are the most important elements to inspire and communicate the Application personality. User interfaces are made first-and-foremost to fulfill a user experience. This can be achieved with very basic elements, but is often dressed up with colors and textures.

Our color palette comprises primary, secondary, text and grey colors that can be used for illustration or to develop our user interface elements. They've been designed to work harmoniously with each other. The color palette starts with primary colors and fills in the spectrum to create a complete and usable palette for web and mobile.

Strokes




Primary
0D0F15




Secondary
FFFFFFFF


Shades of Gray




262626



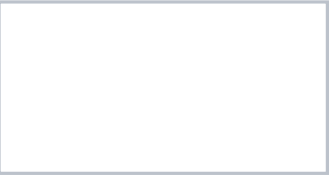
3f4244



6a6d71



9a9fa5



BCC2CB

00 Section / Description


Usage guide

Description


The colors are the most important elements to inspire and communicate the Application personality. User interfaces are made first-and-foremost to fulfill a user experience. This can be achieved with very basic elements, but is often dressed up with colors and textures.

Our color palette comprises primary, secondary, text and grey colors that can be used for illustration or to develop our user interface elements. They've been designed to work harmoniously with each other. The color palette starts with primary colors and fills in the spectrum to create a complete and usable palette for web and mobile.


Buttons




Primary
Fill # dc131bStroke ---




Hover
Fill # db1f28Stroke ---



Secondary
Fill # b4936eStroke ---



Secondary Hover
Fill # fed017Stroke ---



White
Fill # FFFFFFFStroke ---

Forms



Placeholder
Fill # FFFFFFFStroke # E6E6E8



Focus
Fill # FFFFFFFStroke # 0D0F15



Disable
Fill # F5F5F5Stroke # CFD0D4



Success
Fill # FFFFFFFStroke # 08a44d



Error
Fill # FFFFFFFStroke # c72020

00 Section / Description

Usage guide

Description

The colors are the most important elements to inspire and communicate the Application personality. User interfaces are made first-and-foremost to fulfill a user experience. This can be achieved with very basic elements, but is often dressed up with colors and textures.

Our color palette comprises primary, secondary, text and grey colors that can be used for illustration or to develop our user interface elements. They've been designed to work harmoniously with each other. The color palette starts with primary colors and fills in the spectrum to create a complete and usable palette for web and mobile.

Item Front



Option 1
Fill
ef7d16
Stroke



Option 2
Fill
76b730



Option 3
Fill
4e5fa8



Option 4
Fill
df3c65



Option 5
Fill
9f9f9e

Item Back



Option 1
Fill
f9b668



Option 2
Fill
b1d06f



Option 3
Fill
959cce



Option 4
Fill
db5a7b



Option 5
Fill
c6c5c5

Guía de tipografía

Aa

AHK
Argentina

TYPEFACE

HEADLINES AND BODYTEXT

Source Segoe UI

Ab Bb Cc Dd Ee Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv
Ww Xx Yy Zz

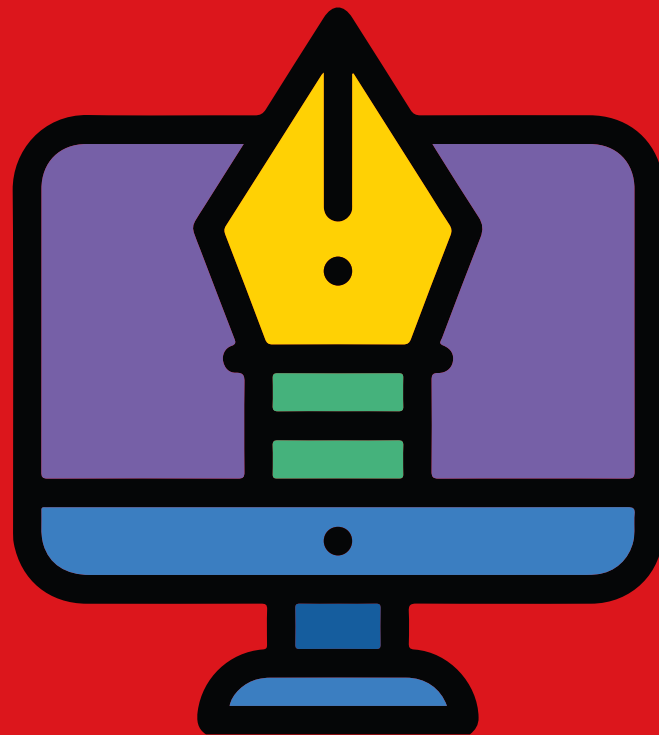
Light*Italic* regular*Italic* Semibold*Italic* **Bold*Italic***

TITLES AND BODYTEXT

Source Segoe UI

Ab Bb Cc Dd Ee Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv
Ww Xx Yy Zz
regular **Bold**

Maquetas



AHK
Argentina



1

2

3

4

5

Nombre y fecha

Define el nombre del evento

Escriba aquí

Define la fecha para el evento

Fecha

Hora

¿Todo el día?

¿Quiere agregar una dirección?

Agregue una descripción

→

1

2

3

4

5

Tipo de evento y modalidad

Defina el tipo de evento

Informal

Formal

Defina el tipo de invitación

Directa

Por Aprobación

←

→

1

2

3

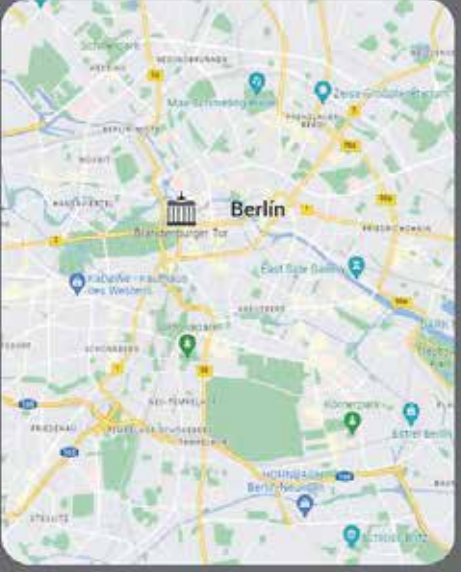
4

5

Ubicación

Defina la ubicación para tu evento

Berlin, Alemania



←

→

1

2

3

4

5

Objetos

Defina objetos necesarios

Agregar objeto

←

→

12345

Objetos

Item

Color

Tipo de Objeto

Descripción

Cantidad

←

→

12345

Objetos

Coca Cola

Color

Tipo de Objeto

Bebida

Mobiliario

Comida

Juego

Tecnología

Otro

Descripción

Cantidad

5

←

→

12345

Objetos

Coca Cola

Color

Tipo de Objeto

Descripción

Cantidad

5

←

→

12345

Revisión final

Revise los campos

Nombre

Asadito de IT

Fecha

12 / 09 / 23

Hora

9 : 00 PM

3 : 00 AM

Tipo de evento

Tipo de invitación

Ubicación

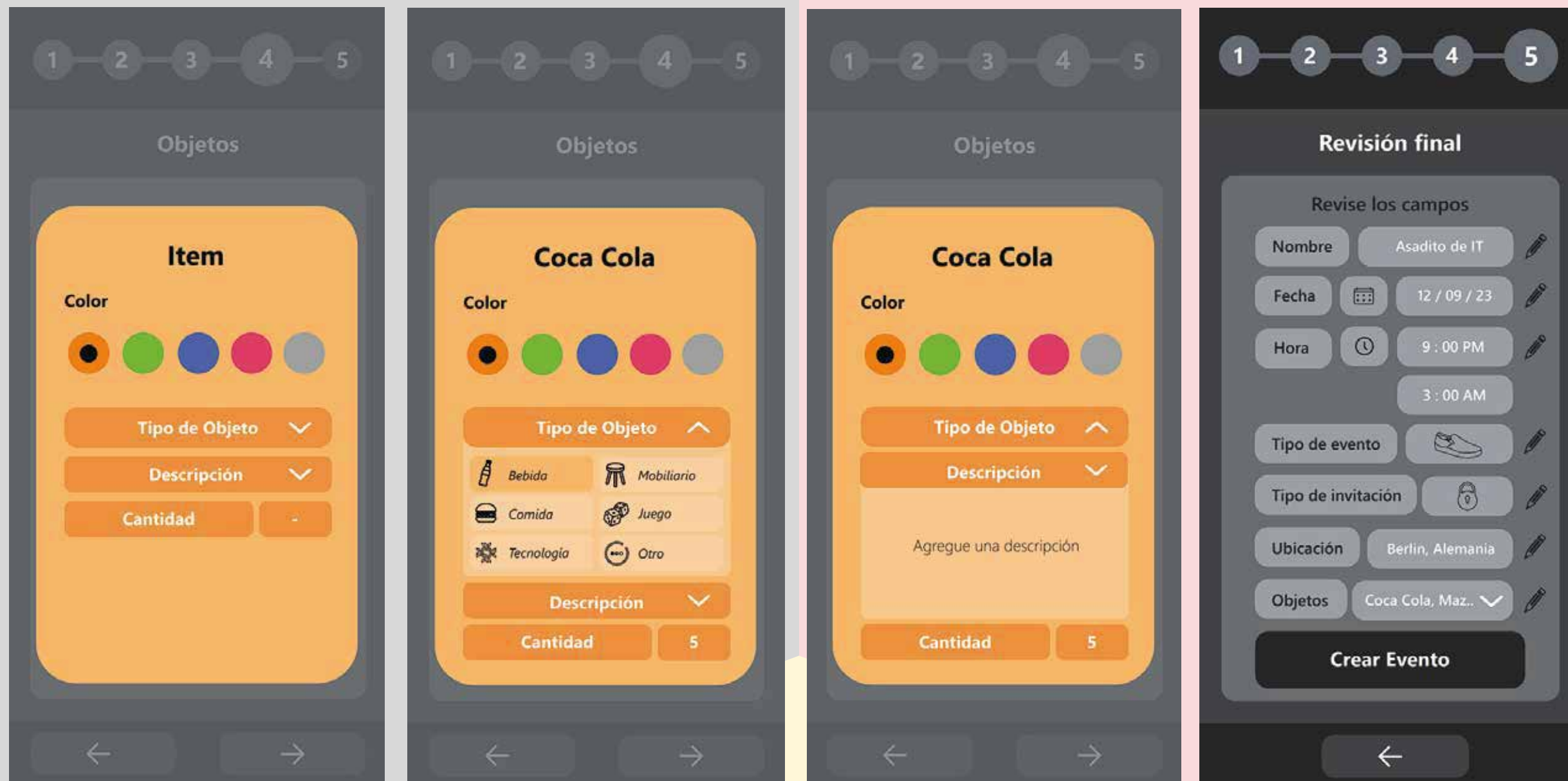
Berlin, Alemania

Objetos

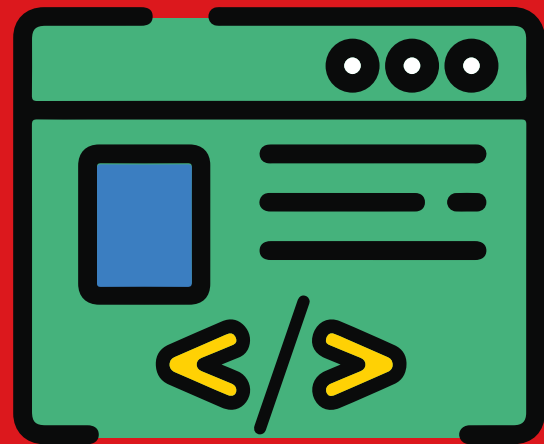
Coca Cola, Maz..

Crear Evento

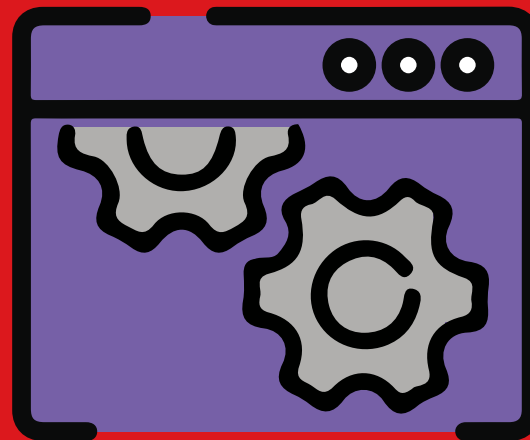
←



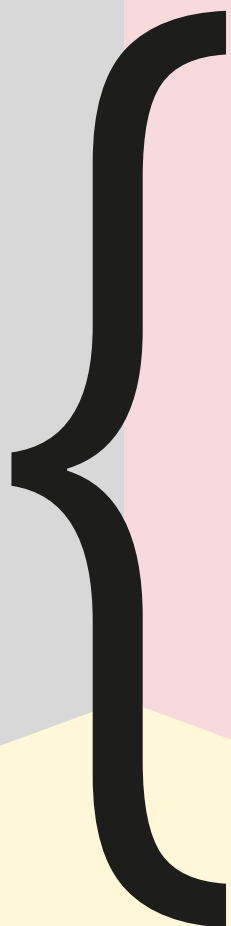
Desarrollo



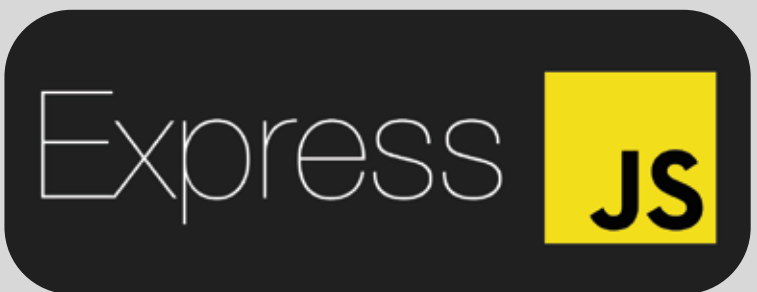
&



Frontend



Backend



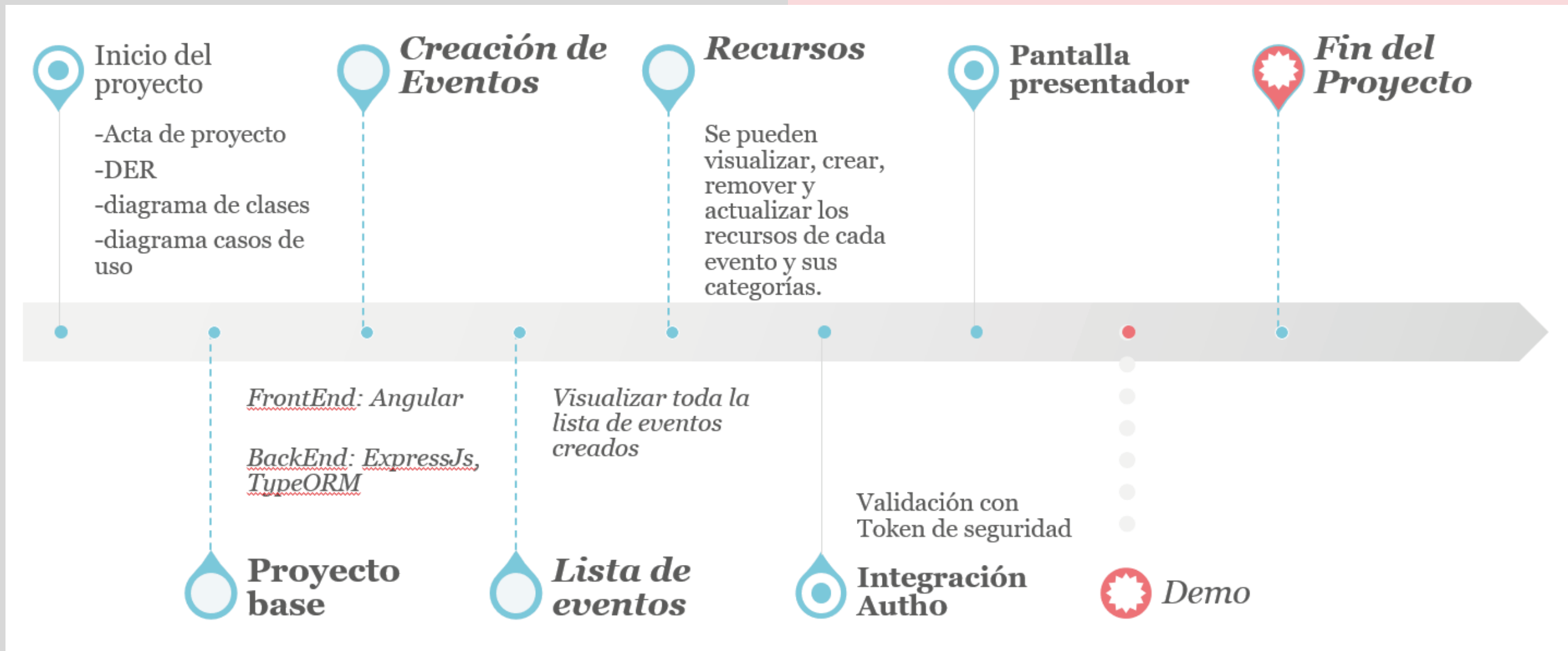
Desarrollo





Base de datos

Hitos del proyecto



Presentación de la app

DEMO



Mejoras a futuro

- Agregar más tipos de items
- Integrar un sistema de chat
- Subir la aplicación a alguna tienda
- Implementar metodos de monetización



¿ Preguntas ?

AHK
Argentina

Conclusión



¡Muchas gracias por su tiempo!

AHK
Argentina