

User Stories

Choose softskill

As an user who is learning
I can choose the softskill I want to work on
To avoid the system assigning me one I'm not interested in
To avoid unconformities

- **Because** I want to work on a softskill of my choosing
- **When** the system is presenting me the available softskills
- **Then** it will request for me to choose which one I want

Solve an activity

As an user who is starting an activity
I can move freely between screens
To solve the activity at my own pace, **To** advance whenever I want

- **Because** I want to work at my own pace
- **When** I unlock a new activity
- **Then** I will be allowed to move freely between the available screens

Go back to previous activities

As an user who just finished an activity
I can go back to the previously completed activities
To study some points that I may have not understood properly, **To** avoid it becoming a problem later on

- **Because** I want to go back to a previous activity
- **When** I have already finished it
- **Then** I will be allowed to choose which one to complete again

Answer an evaluation

As an user who is finishing an activity
I can answer an evaluation of my progress
To know how much I've advanced, **To** decide if I want to move on to the next activity

- **Because** I require to be evaluated
- **When** I've finished the activity
- **Then** I will be allowed to ask for an evaluation of my progress

Conversation (Back of the card)

Choose a softskill

Details:

- The list of softskills with contain name, description and the number of activities it contains
- The list will be vertical and with only one column

Solve an activity

Details:

- The user will be able to move between screens via an options menu
- The layout of every activity will have an options menu, the activity title, the exercises available and an answers box
- The locked activities will have a lock icon and wont be accessible to the user

Go back to previous activities

Details:

- The user will be able to move between screens via an options menu
- The completed activities will have a button to access them again

Answer an evaluation

Details:

- The progress will be measured mainly with self evaluations
- The evaluation length can't be over 5 minutes
- When the user approves the evaluation, new parts of the program will be unlocked

It's important to emphasize the progress will only be saved locally and in case the user wants to change devices they will have to manually move the files