




Ad Astra 

Soft skills to reach the stars



MAIN OBJECTIVE

A project that seeks to help the user train and polish the **soft skills** they might need due to their line of work.

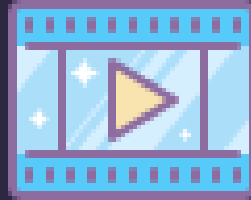
It will also give the user the opportunity to check on other **soft skills** that could be useful for them at some point.



The user will have the option to complete an entire training course, filled with:



Exercises



Videos



All sorts of
activities

Designed to develop whichever soft skills they choose from the options provided.

OUR USERS



PRIMARY

Students from
higher semesters
of university.



SECONDARY

Students of the
first semesters of
university.



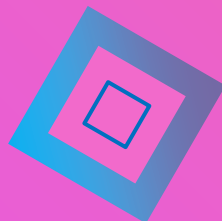
POTENTIAL

Everyone who is
interested on
learning or
developing their
soft skills.




Others

Most soft skill training tools available to the public focus too much on teaching the theory part, but **don't provide the user with any real activities or actionable advice** they can use to develop them.



Ad Astra

Ad Astra is different because its main focus isn't bombarding the user with filler information that can't really be applied on their day-to-day life, instead **it gives the user all the necessary tools and methods to properly train them.**



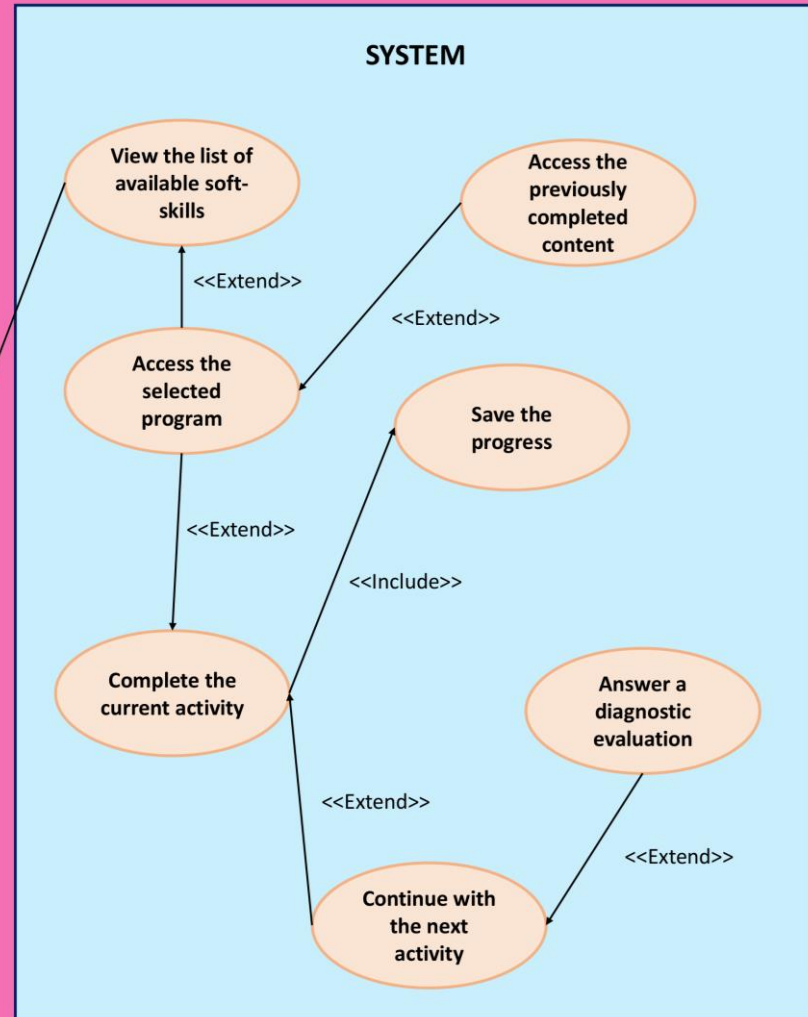
REQUIREMENTS

To define the functional and nonfunctional requirements we held an in-person meeting where we discussed as a team and produced a list of 10 functional requirements and 4 nonfunctional ones.

The former of this two are represented on the following use case diagram:



USER

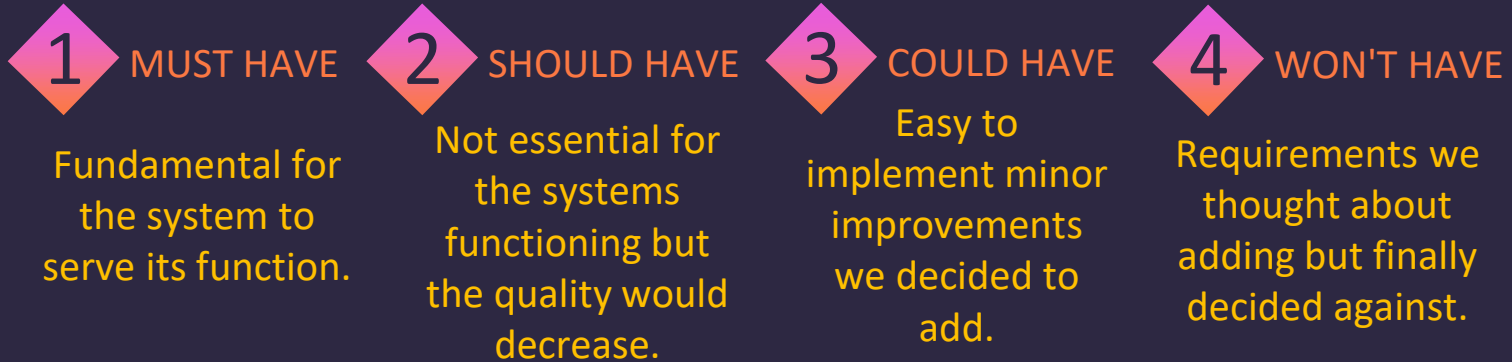


As you can see the user is able to access one of the available programs and from there, they can either complete the current activity or access the previous content, if they complete an activity the progress will be saved automatically, and the user can decide whether or not to continue with the next one.



PRIORITIZATION

For prioritization of the requirements, we used the MoSCoW system, which is based on sorting the requirements in one of four categories, these being:



The complete list of our prioritized requirements, as well as our use case diagram are available in our GitHub repository.

METHODOLOGY

We adopted the **SCRUM** methodology for the development of our project, which is based on assigning a “**Scrum master**”, who is the person in charge of managing the time and resources available for the project, and a “**Development team**”, which is the group of people managed by the Scrum master to develop the product.

In our case, the “Scrum master” would be Russel Bonilla Pech, and the “Development team” the rest of the group.

An important characteristic of this methodology is the fact that even though there are roles assigned, it allows for change and variations on the functions performed by the team members if the project requires it.



METHODOLOGY

BACKLOG

To start the project, we first defined the “Product backlog”, meaning we made a list of ideas, necessities, etc. which we discussed in a “Sprint planning meeting” where we established our “Sprint backlog” which is the group of requirements needed to build a set part of the project in a certain time span (Usually, 4 weeks according to the SCRUM methodology).



MEETINGS / BINNACLE

Another important part of SCRUM we adopted is the “Daily scrum” which are daily meetings to solve any organizational issues and get up to date on the work being done. The only difference being we hold the meetings only twice a week (one with the teacher and one without him). To speed up the process we write down on a binnacle the previously done activities, the problems that came up and what we plan on working on next.



ASSIGNMENTS

Finally, we also use a Trello board in which we define and assign the specific activities for every team member, this way everyone can easily check the development status and their assigned tasks at any moment.



COMPETENCES

GENERIC

- ❖ **Communicates in Spanish orally and in writing in his professional interventions and his personal life using the language correctly:**

We obtained this competence cause at the moment of writing the functional and non-functional requirements, the description of the product and the process, the meetings with our teamwork and the teacher, etc. Among this and other activities, we had to learn how to express ourselves clearly and concisely to avoid misunderstandings and made others understand what we want to communicate.

- ❖ **Uses ICT in their professional interventions and in their personal life in a pertinent and responsible manner:**

We use Information and Communications Technologies (ICTs) at every time of the product development process, from using different types of programs to capture our ideas, making the slides of the presentation, communicating with the teamwork, etc. For example, we used Trello to be able to organize ourselves and divide the respective tasks, also we use GitHub where we could store the repository, and those were just some examples of all the technological tools that we use in our day-to-day to get the job done.

SPECIFIC

- ❖ **Analyze the disciplinary evolution of Software Engineering, as well as the characteristics of the professional linked to it, according to the theoretical framework and the curricular models of the discipline:**

We obtained this competence through the talks we had as a team to carry out activities, such as the ANIEI vs. UADY comparisons, where we analyzed and compared the areas of knowledge and the subjects found in the curriculum of the software engineering degree. In the same way, we were able to observe and question the disciplinary evolution, and the skills of software engineering through other documents, such as that of the IEEE.

- ❖ **Analyze the main methods, techniques, procedures and good practices used in the software requirements, design, coding, testing and maintenance phases, in accordance with the body of knowledge recognized by the discipline:**

This competence was obtained during the development of the project, specifically with the decision to adopt the SCRUM methodology, since thanks to the fact that we chose this methodology, we were able to analyze the way in which we were going to develop the project, thus having a better idea of the methods to use, the procedures and the techniques that we will need to carry out.



THANKS!

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