OpenMarket

OpenMarket

Presentation

Third and final preview

PRODUCT

OpenMarket

Product Evolution

Differences between first and second installments

- Mobile platforms were no longer considered part of the objective.

Defined Objective

- Help users in the face-to-face buying and selling process in tangible product stores by providing information (prices, place of purchase, characteristics) on an accessible digital platform (web page).

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Users

Changes

There were no changes since the first installment and the users of the project stayed the same:

Primary Users- Buyers

Since the platform's main interface is focused on serving them, providing information about the available products, etc.

Secondary Users- Sellers

Since they will require a specialized interface where they can input the products they want to promote to the public, update and manage their profiles, etc.

Innovation

Detailed Product Information	Personalized Experiences	Emphasis on Physical Purchases	Opportunities for Entrepreneurship
Unlike many other platforms, OpenMarket will show to their users detailed information about products they are searching for, and also details about the seller of the searched product	The platform customizes the user experience based on their preferences, such as location, budget, desired quality, and warranty needs offering a level of personalization beyond what's typically available.	The platform provides information on where users can find their desired items locally and conveniently.	OpenMarket allows big companies to register themselves on the platform to show their products, but also gives the opportunity to small sellers to showcase their products.

REQUIREMENTS

Functional Requirements

These stayed the same as in the second installment

- FR-001: Information about stores near the user
- FR-002: Allow sellers to update their products
- FR-003 Exclusive interface for sellers to be able to manage their store
- FR-004 Search filters for products and stores
- FR-005 Display detailed information about products
- FR-006 Favorites List for users
- FR-007 Reviews and comments about products and stores
- FR-008 Analyze user’s search history for better recommendations.

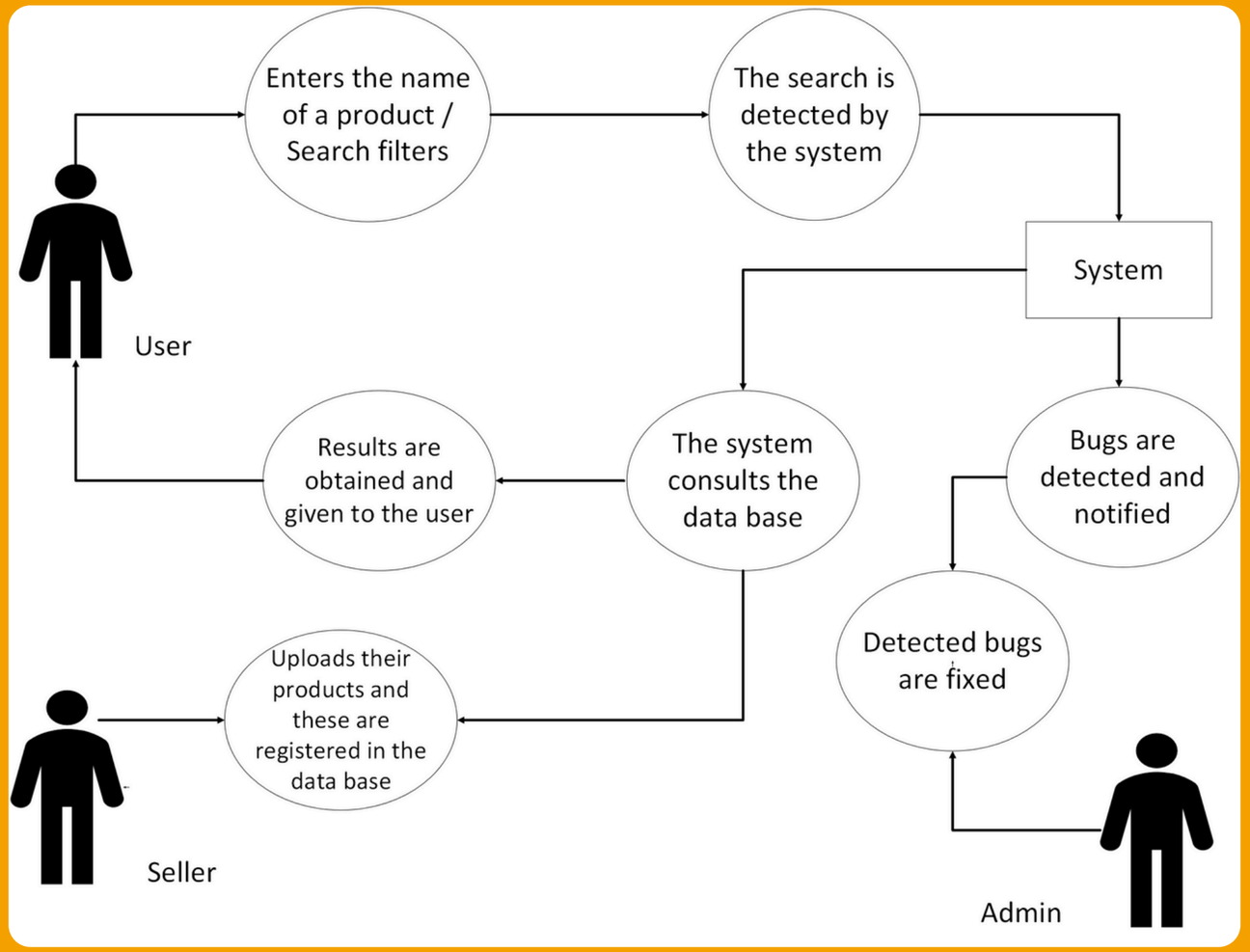
Non-Functional Requirements

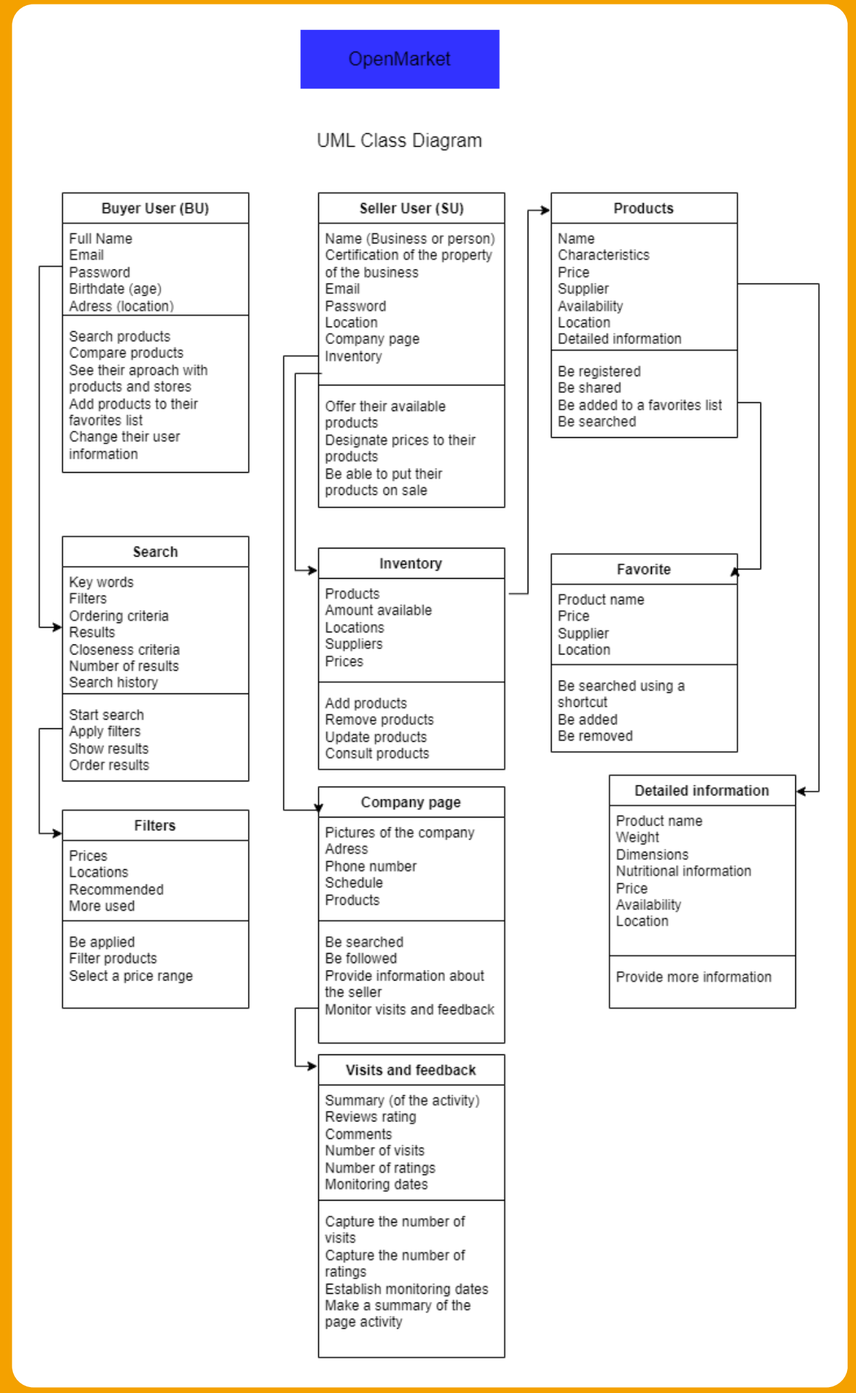
These also stayed the same as in the second installment

- NFR-001: Be able to view the platform in any web browser
- NFR-002: The system needs to be able to get updated without being suspended
- NFR-003 Support for at least two languages
- NFR-004 Detect errors in real time and notifie them
- NFR-005 Information given by the users must be encrypted
- NFR-006 The platform must support at least 10,000 users at the same time
- NFR-007 Maximum response time of 5 seconds for user searches

Artifacts

Case and Class diagrams stayed the same as in the second installment





DESIGN

New Interfaces

Modify open and close hours

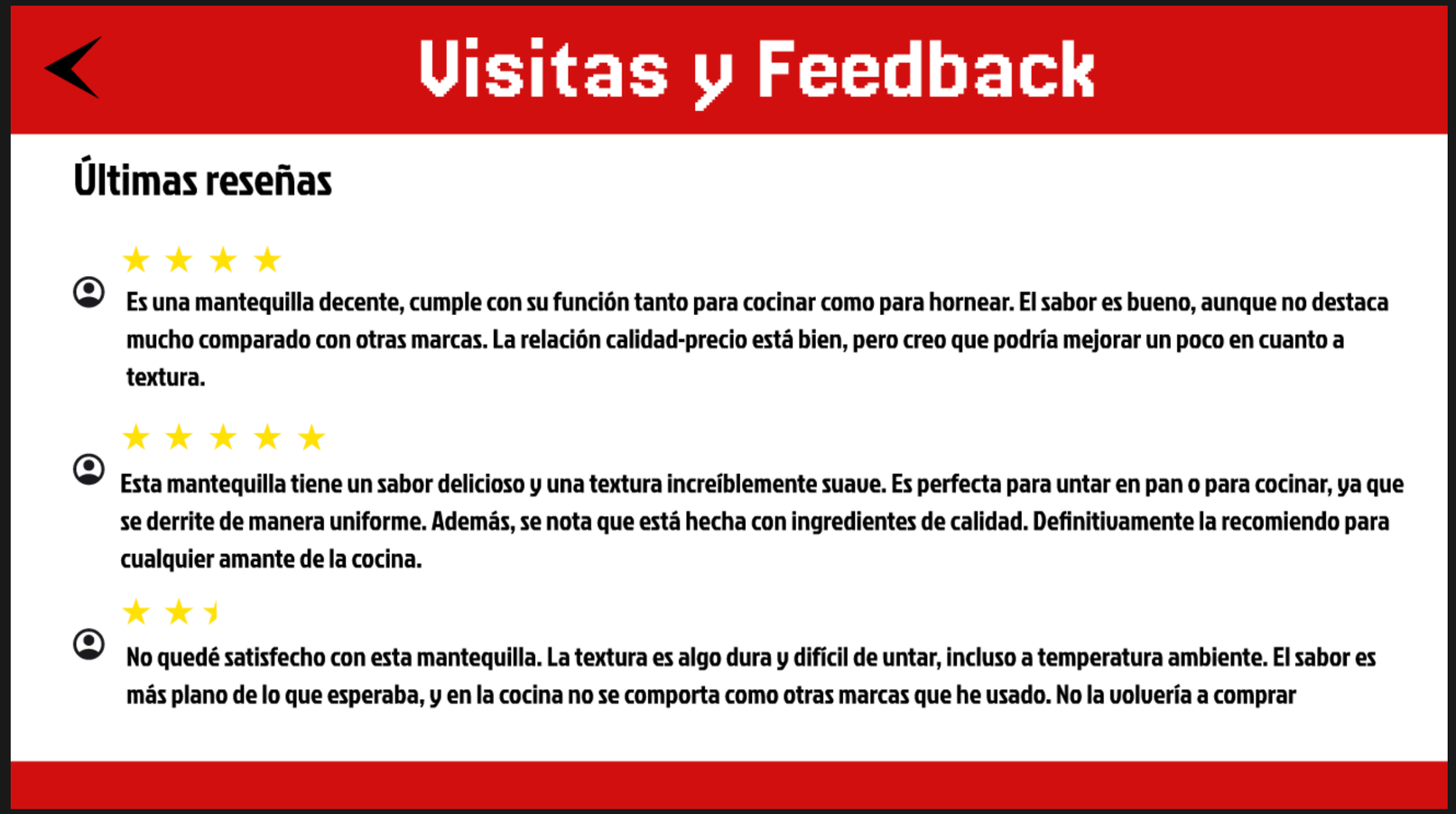
Correspondency: FR-003

New Interfaces

Add new products

Correspondency: FR-003

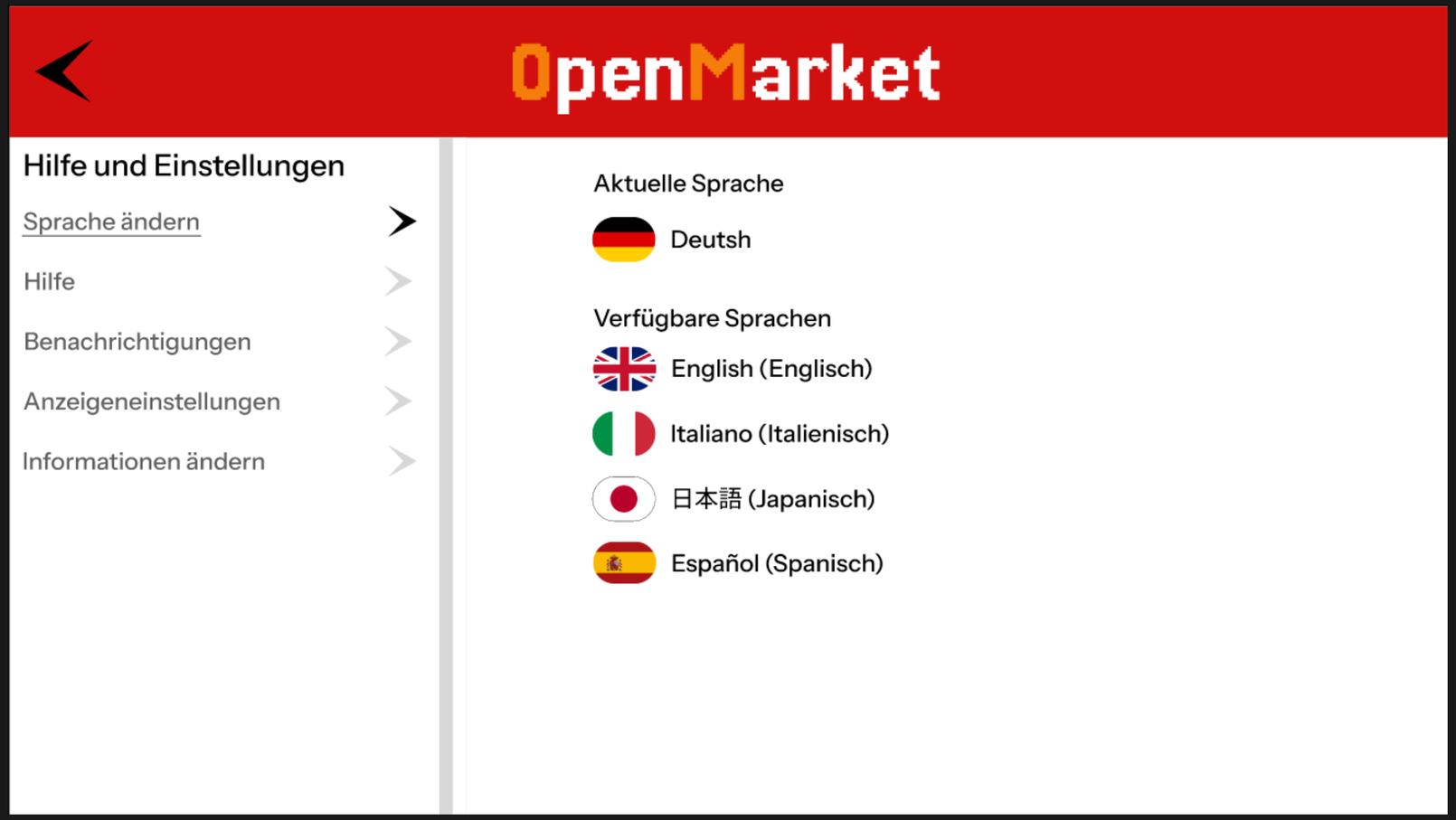
New Interfaces



Ratings and comments

Correspondency: RF-007

New Interfaces



German interface to show the change of languages

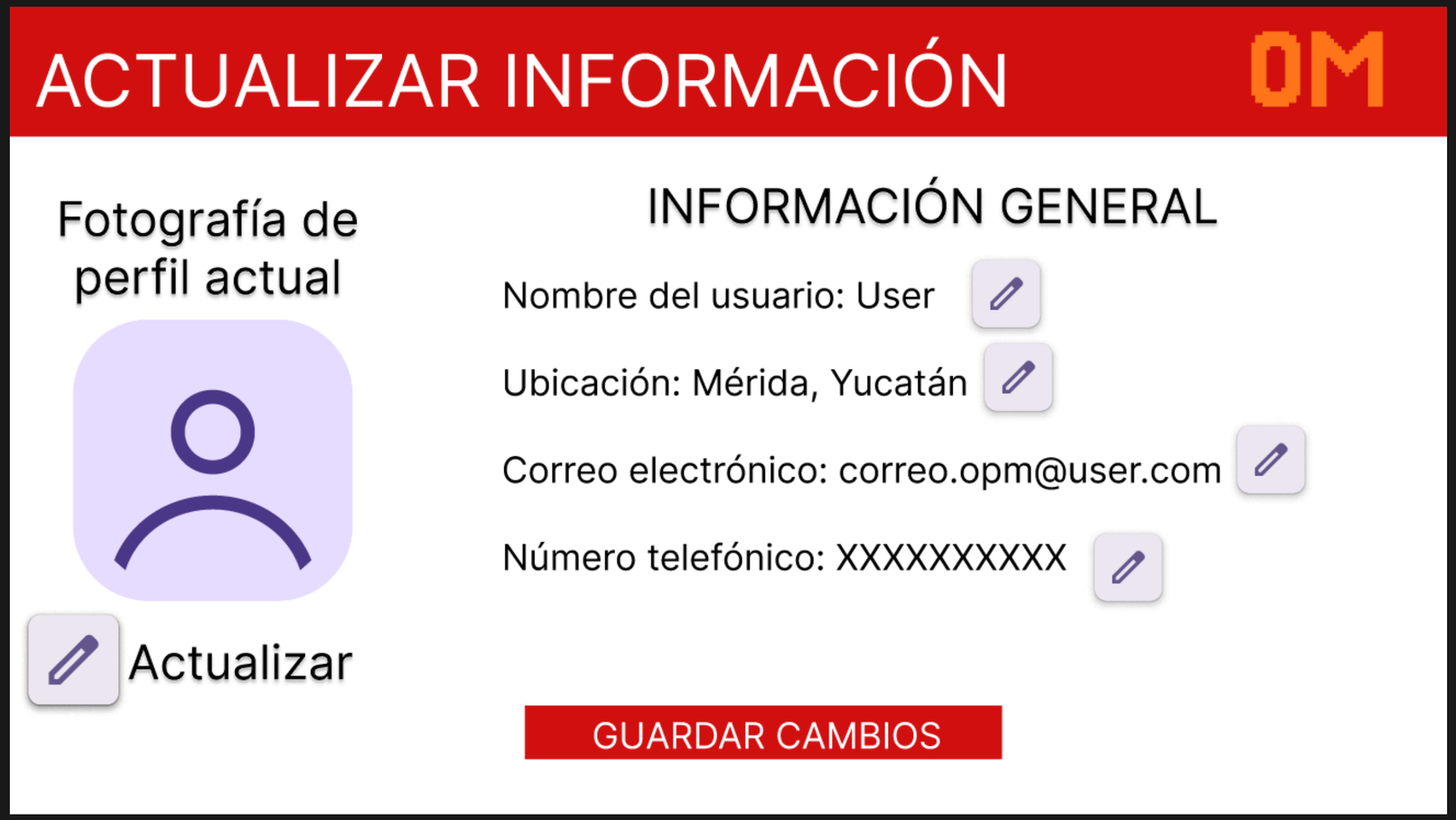
Correspondency: NFR-003

New Interfaces

FAQ Interface

Correspondency: NFR-006

New Interfaces



Update User information

Correspondency: FR-001

TESTS

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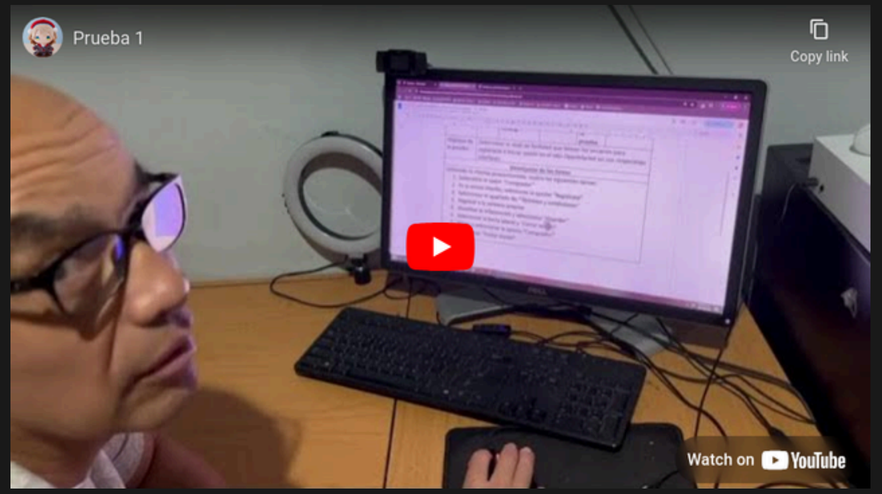
Informal Tests

10 Usability Tests (UT) were made, 1 for each user story, all of the UT were succesful and there was a general feedback questionnaire that was being applicated after each UT

RESULTS:

All of the users that did the UT seemed to do pretty well during the tests and said that they liked most of the interfaces, the ones that had some details that needed to be fixed were fixed

Prueba de Usabilidad-Búsqueda de Productos-Información Detallada
Share
Watch on YouTube


Prueba 1
Copy link
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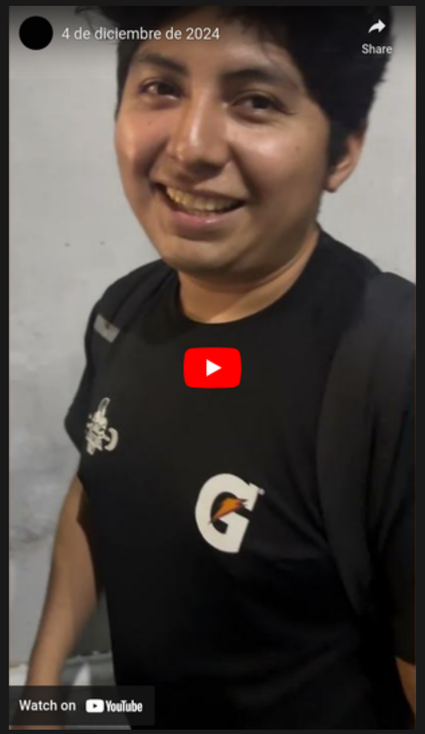
4 de diciembre de 2024
Share
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UT-010 Visualización de reseñas
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PROCESS (IMPROVED)

Process description and management

US-ID	Historia de usuario	Tarea	Responsable	Estimación inici	02 de diciemt	03 de diciemt	04 de diciemt	05 de diciemt	06 de diciemt	DoD
US-001	Como comprador quiero registrarme e iniciar sesión en OpenMarket para poder visualizar los productos en el sitio	Diseñar la interfaz de registro e inicio de sesión del comprador	Russell Canto	1	1	0	0	0	0	✓
		Preparar las tareas de las pruebas de usabilidad	Said Gonzalez	1	1	0	0	0	0	✓
		Aplicar las pruebas de usabilidad y el cuestionario de retroalimentación	Ian Romeu	2	2	2	0	0	0	✓
		Editar y subir el video de la prueba y cuestionario	Ian Romeu	1	1	1	0	0	0	✓
		Rediseñar la interfaz con las mejoras	Russell Canto	1	0	1	0	0	0	✓
US-002	Como comprador quiero guardar mis productos favoritos en una lista y poder acceder a esta cuando quiera para poder tener mis productos preferidos a mano	Diseñar la interfaz para guardar un producto en favoritos y la lista de favoritos	Roberto Estrella	1	1	0	0	0	0	✓
		Preparar las tareas de las pruebas de usabilidad	Said Gonzalez	1	1	0	0	0	0	✓
		Aplicar las pruebas de usabilidad y el cuestionario de retroalimentación	Russell Canto	2	2	2	0	0	0	✓
		Editar y subir el video de la prueba y cuestionario	Russell Canto	1	1	1	0	0	0	✓
		Rediseñar la interfaz con las mejoras	Roberto Estrella	1	1	1	1	0	0	✓
		Diseñar la interfaz de								

Sprint 2 | Sprint 3 | Sprint 4 | Sprint 5 | Sprint 6 | Product Backlog

Individual contribution metrics

Name	Percentage
Ian Romeu	40%
Said Gonzalez	100%
Roberto Estrella	100%
Russell Canto	100%
Ramon Pacheco	100%

Definition of Done (DoD)

Sprint 6 user stories must meet the following criteria to reach “Completed” or “Done” status:

- The prototype has been designed and deployed in an accessible test environment (Figma).
- All basic functionalities are implemented in the prototypes and work according to the requirements.
- Usability tests (objectives and tasks) have been defined
- Usability tests have been completed and recorded.
- The usability tests have been uploaded on YouTube and documented in the repository
- The adjustments suggested in the tests have been implemented.

COMPETENCIES

Generic Competencies

Spanish Communication	Responsible Use of ICT	Effective Knowledge Management	Responsible Decision-Making
Communication in spanish was utilized throughout the development of OpenMarket for the organization of the team, duringweekly sprints, planning poker sessions, and usability testing processes	Various online platforms like Figma, Excel, GitHub, and YouTube were used responsibly to support the project's development.	Team members applied their personal skills such as writing, editing, organizing, and summarizing efficiently to complete the professional tasks.	The team made thoughtful decisions regarding the project's approach, timeline, and delivery to ensure efficiency and effectiveness.

Specific Competencies

Selection of Software Lifecycle Model	Analysis of Methods and Practices
The development of OpenMarket followed a model similar to the Waterfall approach, progressing through distinct phases such as requirements specification, design, testing, and verification.	The project leveraged Scrum methodology for key processes like estimation, planning, tracking, quality control, and software configuration. Best practices were implemented through organized team activities, including sprints and planning poker sessions.

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Constructive Feedback on the Course

The course provides a solid foundation by explaining fundamental concepts such as the software lifecycle, development methodologies, and best practices like version control and documentation. Practical activities and case studies effectively bridge theory with real-world applications, fostering critical analysis among students.

However, the course could benefit from a greater focus on current technologies such as artificial intelligence, mobile development, and cloud computing. Including modern development tools (e.g., VS Code or Jira) and agile dynamics would better prepare students for the job market.

In summary, the course is an excellent introduction, but incorporating modern trends and tools would enhance its relevance and effectiveness.

MAIN TOOLS AND METHODS

OpenMarket

Tools

Microsoft Excel

To organize the work method by means of sprints

Figma

to perform interfaces quickly and efficiently

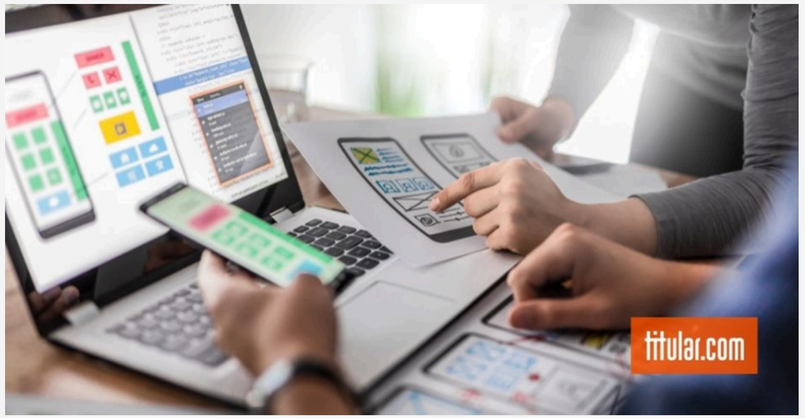
GitHub

To document the project in an agile and orderly manner

Methods

Scrum Methodology

To carry out the project effectively and efficiently



Usability testing

To maintain the project's high quality

THANKS FOR WATCHING THIS PROJECT.