



# UADY ASSISTANT

Agile Implementation for Student Success

A mobile application designed to empower first-year students at the Faculty of Mathematics with interactive maps, professor rankings, and community forums—delivered through Scrum methodology for continuous value and adaptability.



# Why Agility Matters

## Respond to Change

Student needs evolve. Scrum enables rapid iteration and course correction based on real feedback.

## Rigid Plans Fail

Traditional waterfall development cannot accommodate the dynamic requirements of educational technology.

## Deliver Value Fast

Incremental releases keep stakeholders engaged and users benefiting from improvements immediately.

# Scrum Framework

Time-boxed iterations called **Sprints** deliver working software every 2-4 weeks. Each sprint cycle includes planning, execution, review, and continuous improvement—ensuring consistent progress toward UADY ASSISTANT's full vision.







# Critical Scrum Roles

## Product Owner

Defines requirements, prioritizes features based on student value, and validates that delivered software meets real needs.

## Scrum Master

Facilitates processes, removes obstacles, and ensures the team maintains focus and velocity throughout each sprint.

## Development Team

Cross-functional professionals who design, build, and test features. Committed to delivering potentially shippable product increments.

# Product Backlog

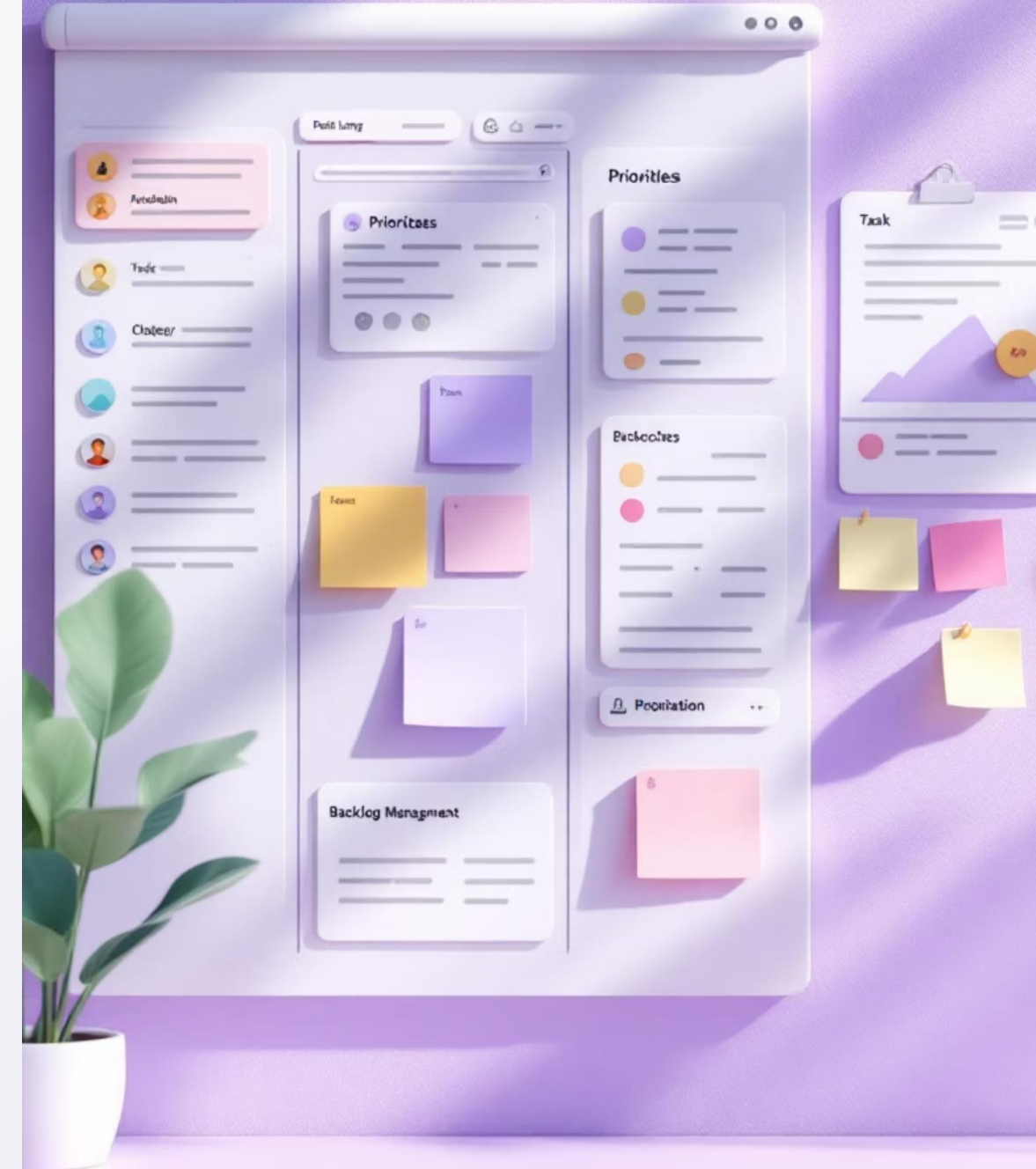
A prioritized list of features and improvements ordered by **customer value**.  
The Product Owner continuously refines the backlog based on stakeholder feedback, ensuring high-impact items are tackled first.

Interactive Map

Professor Ranking

Community Forum

Enhanced Features







# Sprint Events

01

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## Sprint Planning

Team selects backlog items for the sprint and defines acceptance criteria.

02

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## Daily Scrum

5-minute daily standups: What was done? What's next? What blocks us?

03

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## Sprint Review

Demonstrate completed features to stakeholders and gather feedback.

04

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## Retrospective

Team reflects on process improvements for the next sprint cycle.

# UADY ASSISTANT: Incremental Delivery

Working software is the primary measure of progress. Each sprint releases tangible student value.

## Sprint 1-2

Interactive campus map with real-time location and building information.

## Sprint 3-4

Professor ranking system based on student feedback and course ratings.

## Sprint 5-6

Community forum for peer support, questions, and academic discussions.

## Sprint 7+

Advanced features: notifications, personalization, integration with student portal.



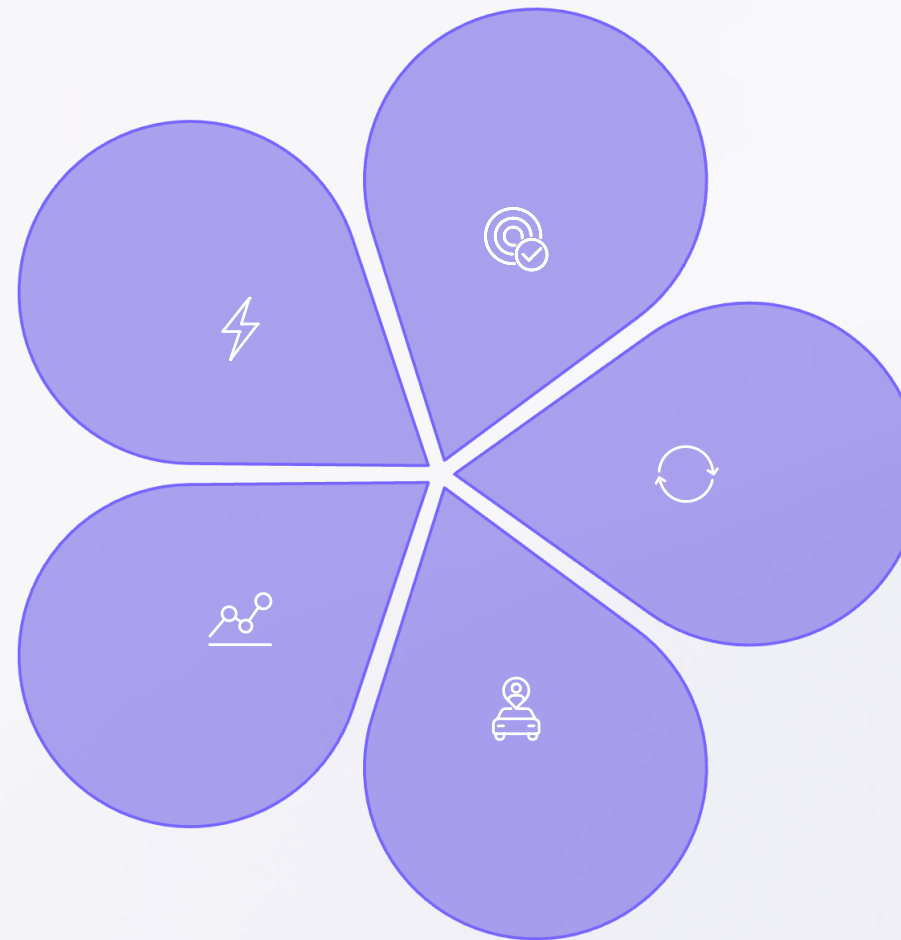
# Key Benefits of Scrum

## Rapid Value

Students benefit from functional features within weeks, not months.

## Predictability

Regular sprints establish consistent velocity and reliable delivery timelines.



## Quality Focus

Continuous testing and review ensure robust, reliable software.

## Adaptability

Pivot priorities based on user feedback without derailing the roadmap.

## Team Engagement

Ownership and transparency boost morale and accountability across the project.





# Conclusion

Scrum is not just a methodology—it is a commitment to delivering working software that matters to students.

By embracing agile principles, UADY ASSISTANT will evolve responsively, maintain high quality, and maximize the impact of each development cycle. The combination of short iterations, clear roles, and continuous feedback positions the project for sustainable success.

# Prompt:

Instrucción: Crea una presentación ejecutiva de 10 diapositivas sobre la Implementación del Ciclo de Vida Ágil (Scrum) para el proyecto UADY ASSISTANT.

**Contexto:** UADY ASSISTANT es una aplicación móvil para estudiantes de nuevo ingreso de la Facultad de Matemáticas de la UADY que ofrece un mapa interactivo, ranking de profesores y foro.

**Objetivo de la Presentación:** Justificar el uso de Scrum para maximizar la entrega de valor iterativa y la respuesta al cambio, enfatizando que el "Software funcionando" es la medida principal del progreso.

**Estructura Requerida:** Introducción (UADY ASSISTANT y necesidad de Agilidad). Justificación Ágil (Por qué respuesta al cambio sobre un plan rígido).

**Marco de Trabajo:** Scrum (Ciclos cortos llamados Sprints).

**Roles Clave** (Product Owner, Scrum Master, Equipo).

**Artefactos** (Product Backlog priorizado por valor al cliente).

**Eventos del Sprint** (Daily Scrum, Planning, Review, Retrospectiva).

**Aplicación Práctica** (Ejemplo de funcionalidades como el mapa/ranking entregadas de forma incremental).

**Beneficios Clave** (Entrega rápida de valor, calidad y adaptabilidad).

**Conclusiones.**