S.I.G.D.

English

U.C.S.O.

Role	Surname	Name	C.I	Email	Tel/Cel.
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sub-coordinator	Sánchez	John	5.131.536-7	fenixdanielsjohn@gmail.com	098536980
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Member 3	Yanibelli	Oscar	5.641.533-6	oscaryani1id@gmail.com	095800319

Teacher: Espinosa, Ana Lia

Deadline

19/07/2022

First Delivery

I.S.B.O.   3°BC

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Identification of the work team members and their roles

We decided to form a large group since we get along well in the class and we thought that we could carry out the project successfully. In addition, due to the small number of classmates, if we didn't, their teams would have a handicap.

The choice of roles was more difficult, no one had experience or knew what they would perform better, so we ended up choosing the role that we find comfortable.

In the case of the **coordinator** Juan Pinto, we chose him because he is willing to accept failures and take responsibility for the team. Regarding the development of the program, he is mainly interested in programming and databases.

The **sub-coordinator** John Sánchez, was chosen because he is able to interact with the team and the teachers in a clean speech and function as a support for the entire team. He is very good at performing administrative and accounting functions.

The **first member** Mauro Aguirre, has a creative mind and performs very well in the graphic design of the program, thus assuming the role of designer.

The **second member** Valentín Almeyra, who assumed the role of managing the composition and structure of the company.

The **third member** Oscar Yanibelli, stands out for his commitment to the team, his dedication to the project and proactive attitude, with excellent potential as a leader, he performs very well in the entire development area, showing great interest in the area of networks and security.

Our mission

The mission that we pursue is based on great communication both internally and with the client, hoping to develop a product that makes their work much easier, even in aspects that they cannot figure out. For this, we use research techniques and focus on understanding the true need of the client, communicating with the employees who will use the system and developing it based on their opinion and real difficulties.

vision of the company

Our vision is to be a company recognized not for its achievements but for its methods. We seek to deliver vital products to the client at a reasonable price (thinking of supporting new companies) using more agile and humanitarian methods promoting the good health of our people. We hope to help our employees overcome their limits and difficulties by allowing a flexible schedule and remote work as long as they fulfill their obligations, in the future, we would like to collaborate with mental health specialists to guarantee their emotional stability and job performance.

Considerations regarding the design of the system at the time of elaboration

- It is considered a system with a pleasant and understandable interaction.
- **One primary action per screen:** Each screen we design must support a single action of real value to the person who uses it. This will make it easier to learn, easier to use, and easier to add or build when needed.
- **Highlight and not determine with color:** Color should not determine much in an interface.It can help, be used to stand out, be used to guide attention, but it shouldn't be the only differentiator of things.
- **Keep users under control:** Keep users under control by periodically appearing in the state of the system, describing causality (if you do this it's going to happen) and giving an idea of what to expect at each turn.
- **Consistency:** Screen elements should not appear consistent with each other unless they behave consistently with each other. Elements that behave the same should be similar.
- **Don't overload the user:** Show only what is necessary on each screen. If users are making a choice, display enough information to allow them to make the choice, then go into detail on a later screen.
- **Online help:** In ideal interfaces, help is not needed because the interface is learnable and usable. The step below this, in reality, is providing help that is online and contextual, available only when and where it is needed, hidden from view at all other times.

The goals we hope to achieve

- To be a company recognized for its quality and good treatment..

- Being able to invest in the health of our employees.

- Have flexible and learning-inclined employees.

- Establish a solid foundation that guarantees the stability of the company.

Requirements

- Generate player performance statistics.
- Data of the players and their performance must be recorded.
- Display dates, results and other information related to matches.
- Depending on the type of user, it should be possible to modify information on matches, players and teams.
- For security reasons, it must be possible to trace what each user does.

Success criteria

- Develop solutions to deal with errors and problems.
- Delivery fulfillment in due time.
- Meets the needs of the developer, project team and users.
- compliance with the established cost.

Limitations

- We do not have work experience in this field.
- We have a budget limit.
- We have a time limit to carry out this project.
- Difficulty meeting physically due to specific difficulties.
- Lack of knowledge.