**S.I.G.P.D.**

Inglés

VifraSoft

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| --- | --- | --- | --- | --- |
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**Docente: Reggio, Cecilia** 



### **Team Identification and Group Formation Criteria**

Our team is made up of:

* **Franco Reyes** – Coordinator & Full Stack Developer
* **Santiago Bittencourt** – Subcoordinator, Full Stack & Documentation
* **María Larrosa** – UX/UI Designer, Frontend & Database

We decided to form this group because we already knew each other from last year and had worked together on previous projects. That previous experience helped us organize ourselves better from the start, as we already knew how to communicate, divide tasks, and trust each other's work. This was key to moving forward more efficiently and clearly.

### **Team Member Roles**

Each of us recorded a short video (less than 40 seconds) explaining our role. This is the script we used to organize them:

**Franco Reyes – Coordinator & Full Stack Developer**

Hello! My name is Franco Reyes and I’m the coordinator of our team.  
 We formed this group because we already knew each other from last year and had worked together on previous projects. That past experience helped us trust each other and work more efficiently.  
 As the coordinator and a Full Stack Developer, I’m in charge of planning tasks, guiding the technical process, and working on both backend and frontend development.

**Santiago Bittencourt – Subcoordinator, Full Stack, Documentation**

Hi, I’m Santiago Bittencourt, the subcoordinator of the team.  
 I also contribute as a Full Stack Developer and handle the documentation.  
 I help with organizing the workflow, coding on both ends of the application, and making sure all project documents are clear and complete.  
 My goal is to ensure that both the technical and written parts of the project stay well-structured and easy to understand.

**María Larrosa – UX/UI Designer, Frontend, Database**

Hi! My name is María Larrosa, and I’m responsible for UX/UI design, Frontend development, and Database structure.  
 I work on creating a clean, accessible interface that’s easy to use for people of all ages.  
 I also help implement the visual design in the frontend and manage how the data is organized and stored behind the scenes.

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### **Company Mission**

To develop IT systems based on each client’s need, offering practical, efficient, and functional solutions. We combine creativity, teamwork, and technology to build user-friendly products that truly make a difference.

### **Company Vision**

We want VifraSoft to be a leading software development company, known for its innovation, responsibility, and teamwork. Our goal is to create a friendly and reliable environment that provides the best experience for users, while constantly growing and adapting to new challenges.

### **Design Considerations**

From the beginning, we considered several important aspects when designing the system:

* **Accessibility**: It should be easy to use for people of all ages, even without technical knowledge.
* **Intuitive interface**: We focused on a clear visual design, with friendly colors and well-placed buttons.
* **Adaptability**: The system should work on different devices (PCs, tablets).
* **Educational content**: Each console includes a brief description so users can learn while playing.
* **Visual style**: The overall design combines retro and modern aesthetics to represent different eras of video games.

### **Objectives, Requirements, Success Criteria and Limitations**

Our main goal is to develop an interactive system that is both entertaining and educational, based on the game Draftosaurus but adapted with video game consoles. We want the system to be easy to use, visually attractive, and to help users learn about consoles from different generations while they play.

**General objectives:**

* Create a digital version of the game adapted with consoles.
* Design a clear, attractive, and accessible interface.
* Encourage learning through gameplay.
* Work in an organized and collaborative way.

**Key system requirements:**

* An intuitive graphical interface.
* At least 5 consoles with short descriptions.
* Compatibility with modern web browsers.
* Smooth interaction with the game elements.

**Limitations:**

* The time available for development is limited.
* It’s sometimes difficult to meet in person because we live far from each other.
* Some team members have other personal responsibilities on certain days.
* We don’t have a programming teacher, which makes a key part of the development more challenging.

We’ll consider the project successful if the system works well during the demo, if users understand how to play without extra explanation, and if the design is visually consistent and appealing. Finishing everything on time and working well as a team are also important success indicators.