**Guide3. APT Project Final Report**

**Capstone Assignment**

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| **1. APT Project Final Report** |
| The objective of this report is for you to describe the most relevant aspects of your APT Project. It is important that you substantiate the decisions you had to make throughout the process.  Below, you will find different fields that you must fill in with the requested information, which account for the summary of your APT project and its main results. |

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| Project Name | AdoptaPet |
| Performance Area(s) | The areas of performance that will be carried out in the project will be web development, collaborative work, providing computer solutions to a problem that is found today in society. |
| Competences | Design, develop, implement and deploy a computer project. There is also collaborative work to evaluate and manage the APT project in conjunction with the work team. Have analytical skills and critical thinking to be able to address the challenges that arise when developing the APT project. |

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| **Contents of the final report** | |
| 1. Relevance of the APT project | The problem that will be addressed with the project is the large number of abandoned and street pets that currently exist in Chile, the objective is to be able to give them a home and a family that loves them, also to be able to help the reunion of owners and pets when they are lost, also to teach how to take care of pets responsibly. This commonly affects people who have pets or people who give pets up for adoption and are not sure that this pet is in good hands. This topic was chosen because responsible adoption should be something that all people should be aware of and more aware of. In this case, the location would be all of Chile, since around the entire country there are millions of abandoned animals that need a home.  The contribution is to reduce the number of pets that are in a state of abandonment and to be able to reunite pets and owners through a digital solution.  The relevance of this problem in the field of IT is not so relevant, but seeing it from the user's side, it may be that some computer scientist has lost his pet and wants to find it. It also helps with the practice and development of a project to have experience in the development of computer solutions to enter the labor field. |
| 2. Objectives | The overall objective of the project is to develop a web and desktop platform (manages the web) that facilitates the responsible adoption of pets and the location of lost pets in Chile. The platform will allow users to search for and register pets, connecting with others to coordinate adoptions or reunions. In addition, it will offer resources on animal care and promote the welfare of pets, contributing to solving the problem of abandoned animals in the country.   * Implement a registration system for pets available for adoption, lost and found pets. * Design an advanced search engine that allows pets to be filtered by location, species, age and other criteria. * If you have a medical record, upload it for more information. * Provide relevant information on animal care and responsible adoption. * Ensure the scalability and maintainability of the platforms for future developments and improvements. |
| 3. Methodology | The methodology used was the agile Scrum methodology, helping us with sprints to make deliveries, making user stories to understand how the apps work, among other documents.  The phases were project planning phase, system design, system development, testing and validation, deployment and operation.  This methodology was and is quite useful for this project due to time issues, this methodology reduced documentation and is much more flexible when it comes to adding new functionalities or modifying things within the project if necessary. |
| 4. Development | The development of the AdoptaPet platform will follow the Agile Scrum methodology:   * Project planning   + Review of project background and objectives   + Requirements collection and analysis   + Defining roles and responsibilities   + Project planning * System Design   + Database design   + Backend design   + Frontend design * System development   + Backend implementation   + Frontend Development * Testing and validation   + Unit Testing of Individual Components   + Frontend and Backend Integration Testing   + Acceptance testing with end users * Deployment   + The platform is launched to be used * Maintenance   + Post-launch support and troubleshooting   Implementation of improvements and new functionalities  Group work and continuous communication are an important factor when carrying out this APT Project, however, what delays progress is the lack of knowledge in certain parts both in documentation and programming, but in any case an investigation according to the problem is a solution to this.  It was necessary to update the methodology mainly because of the issue that if an error occurs in the development of the applications we could not go back to solve the problem so we would have to start again until we reach again where the error occurs, so the ideal was to change the methodology to scrum to be able to go back, fix the errors and continue or repeat the process |
| 5. Evidence | Documentation corresponding to the phases, diagrams, and presentations of the respective applications and their functions already performed |
| 6. Professional interests and projections | Ximena Valderrama: 1. The development of my apt project helped me to have more knowledge of programming and project management, my professional interests have not changed  2. I would like to continue exploring the development of web applications since it is what I like the most and also be guided by the security of a system. I project myself working on web projects, since it is what I like the most and what catches my attention the most.  Sergio Sandoval: 1. Carrying out the APT project helped me to strengthen my skills as a programmer and project management mainly in the development of diagrams, the truth is that my professional interests changed slightly, because when I remade the diagrams I have had a taste for doing these models.  2. I would like to deepen the subject of diagrams even more while also benefiting my taste for programming, however I project myself more making programs to different companies. |