

## A3.2 Start phase: Artifacts

### Project start

#### A3.2 Class challenge

Initial phase of the SCRUM framework for the case study.

| Product Stack   |              |                                   |   |                           |                |  |  |  |          |          |                  |       |  |          |
|-----------------|--------------|-----------------------------------|---|---------------------------|----------------|--|--|--|----------|----------|------------------|-------|--|----------|
| Project's name: |              |                                   |   | Certificate               |                |  |  |  |          |          |                  |       |  |          |
| Product owner:  |              |                                   |   | Leonardo Enríquez Álvarez |                |  |  |  |          |          |                  |       |  |          |
| EPIC            |              |                                   |   | USER HISTORY              |                |  |  | OTHER EPIC OR USER HISTORY DATA  |          |          |                  |       |  |          |
| Epic id         | Like (paper) | Wish                              | With the purpose of                             | User Story ID             | Like (paper)   | Wish   | With the purpose of                                      | Criteria of acceptance   | Priority | Estimate | Dependence       | Pique | Condition  | Comments |
| EPIC01          | Final user   | Get unique username and password. | Log into the system.                            |                           |                |  |  |  | 20       | 20       |                  |       |  |          |
|                 |              |                                   |   | HU1-1                     | Administrator. | To be able to register a new username and unique password.               | Have access to the system                                | New users must be able to register with their data, which are: Name and surname, date of birth, email, telephone, ID (active in the company or institution). | 13       | 8        |                  | 1     | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |          |
|                 |              |                                   |   | HU1-2                     | Administrator  | Be able to edit existing username and password                           | Power "Update account data".                             | Edit user information only if you are registered.  | 13       | 5        | HU1-1            | 1     | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |          |
|                 |              |                                   |   | HU1-3                     | Administrator  | To be able to delete the username and password.                          | Debug the user database.                                 | It must be possible to delete an inactive account from a user.   | 5        | 5        | HU 1-1           | 1     | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |          |
|                 |              |                                   |   | HU1-4                     | Administrator. | Be able to assign roles to users.  | Access to the different functionalities of the platform. | You must assign roles to already registered users.   | 20       | 20       | HU 1-1<br>HU 1-2 | 1     | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |          |
| EPIC02          | User         | Log into the system.              | Access the different functions of the platform. |                           |                |  |  |  | 40       | 8        |                  |       |  |          |
|                 |              |                                   |   | HU2-1                     | User.          | Access the platform through a login with a unique username and password. | Access according to the type of user.                    | The platform is accessed directly when you log in.   | 13       | 5        | HU 1-1           | 1     | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |          |

|        |               |                                       |  |       |               |   |   |  |    |    |       |   |  |  |
|--------|---------------|---------------------------------------|--|-------|---------------|---|---|--|----|----|-------|---|--|--|
|        |               |                                       |  | HU2-2 | Administrator | Access the platform through a login with a unique username and password through the database. | Access the platform according to the user.  | Access the system  | 20 | 8  |       | 1 | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |
| EPIC03 | Administrator | Get notified when a new user signs up | Know the status of registered users          |       |               |   |   |  | 14 | 13 |       |   | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |
|        |               |                                       |  | HU3-1 | Administrator | I want to receive a notification that a user has registered and their data.                   | Know the user data  | Admin receives notifications   | 14 | 13 | HU2-1 | 1 | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |
| EPIC04 | User          | Register a course                     | Sign up for a course to track progress       |       |               |   |   |  | 20 | 20 |       |   |  |  |
|        |               |                                       |  | HU4-1 | User          | Enter the course list   | Choose the desired course   | You will access the technical sheet and explanation of the content.              | 13 | 13 | HU2-2 | 2 | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |
|        |               |                                       |  | HU4-2 | User          | Pay the entrance  | Select the payment method.  | To complete the registration, you must make the corresponding payment.           | 20 | 20 | HU4-1 | 2 | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |
| EPIC05 | User.         | Interact with files                   | Upload and download files from the platform. |       |               |   |   |  | 25 | 20 |       |   | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |
|        |               |                                       |  | HU5-1 | User          | Be able to upload files from your device to the platform                                      | Show the information to other users who are registered on the platform and can obtain knowledge on the desired subject.                     | You should be able to upload any type of file that is supported by the platform. | 20 | 13 |       | 2 | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |
|        |               |                                       |  | HU5-2 | User          | Be able to download files that are on the platform to devices                                 | Obtain data of my interest found on the platform and thus be able to view them quickly from any device on which the download has been made. | You should be able to download files.  | 15 | 8  |       | 2 | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |
| EPIC06 | User          | Certification                         | The course teacher can take an exam.         |       |               |   |   |  | 40 | 20 |       |   |  |  |
|        |               |                                       |  | HU6-1 | User          | To be able to answer an evaluation to obtain the certification of the course.                 | Evaluate and according to the established classification receive a course certification.  | You must be able to acquire a certification.                                     | 40 | 20 | HU4-1 | 2 | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |

|        |      |          |                                |       |      |  |  |  |    |    |  |   |  |  |
|--------|------|----------|--------------------------------|-------|------|--|--|--|----|----|--|---|--|--|
| EPIC07 | User | Comments | Comment on other users' posts. |       |      |  |  |  | 14 | 13 |  |   |  |  |
|        |      |          |                                | HU7-1 | User | To be able to express my point of view in publications of other users, writing some congratulations for your work or some comment. | Allow commenting on the publications of other users of the platform. | Make a comment to another user of the platform | 14 | 13 |  | 2 | <input checked="" type="checkbox"/> To do<br><input type="checkbox"/> Finished |  |

Evidence that shows that it was collected to develop the team activity.

The screenshot shows a Google Meet window titled "Meet - urm-vddk-kra". The browser address bar shows "https://meet.google.com/urm-vddk-kra". The meeting interface includes a top bar with "Estás presentando para todos" and a "Dejar de presentar" button. The main content area displays a presentation of a Scrum board. The board has a header with "Poker Scrum" and tabs for "Defecto", "Github", "JIRA", and "Github". Below the header, there are input fields for "Historia: Estimate" and "Descripción: Commentary", along with "Comenzar" and "Detener" buttons. The board shows four cards, each with a score and a name: ZazuetaDiana (13), Diana Hernandez (20), Sergio (13), and Saul Eduardo (13). The card for Diana Hernandez is highlighted with a red border. At the bottom of the screen, there is a status bar showing the time "21:55" and the name "bichotas". The bottom right corner features a toolbar with icons for microphone, video, chat, and other meeting controls.

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| Pila de Producto     |                           |
|----------------------|---------------------------|
| Nombre del proyecto: | Certificado               |
| Dueño del producto:  | Leonardo Enríquez Álvarez |

| EPICA                   |               |  |                              | HISTORIAL DE USUARIO      |              |       |               | OTROS DATOS DE EPICA O HISTORIAL DE USUARIO |           |         |             |
|-------------------------|---------------|--|------------------------------|---------------------------|--------------|-------|---------------|---|-----------|---------|-------------|
| Identificación de Epica | Como (papel)  | Deseo                                  | Con el fin de                | ID de historia de usuario | Como (papel) | Deseo | Con el fin de | Criterios de aceptación                     | Prioridad | Estimar | Dependencia |
| EPIC01                  | Usuario final | Obtener nombre de usuario y contraseña | Inicie sesión en el sistema. |                           |              |       |               |   | 20        | 20      |             |

## Priority





Get username and unique password



● 20  
100 % (4 players)

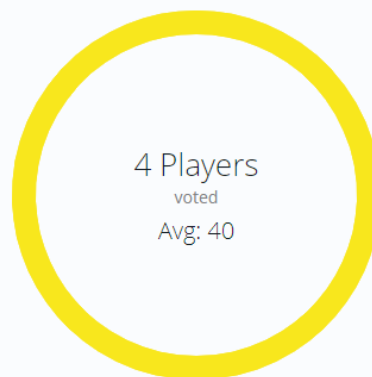
Story voting completed

Players: 00:01:07

|   |                                |      |
|---|--------------------------------|------|
|  | Zazueta Lopez D...<br>00:00:22 | ✓ 20 |
|  | HERNANDEZ FERNA...<br>00:00:26 | ✓ 20 |
|  | Saul Eduardo<br>00:00:20       | ✓ 20 |
|  | Sergio<br>00:01:02             | ✓ 20 |

## Priority





Login to the system



● 40  
100 % (4 players)

Story voting completed

Players: 00:01:35

|   |                                |      |
|---|--------------------------------|------|
|   | Zazueta Lopez D...<br>00:01:09 | ✓ 40 |
|  | HERNANDEZ FERNA...<br>00:01:15 | ✓ 40 |
|  | Saul Eduardo<br>00:01:32       | ✓ 40 |
|  | Sergio<br>00:01:27             | ✓ 40 |

Historia: Estimate

Descripción: Interact with files

Comienzo

Detener



ZazuetaDiana



Diana  
Hernandez



Sergio



Saul  
Eduardo

Historia: Estimate

Descripción: Certification

Comienzo

Detener



ZazuetaDiana



Diana  
Hernandez



Sergio



Saul  
Eduardo

## Conclusions

| Name                        | Conclusion   |
|-----------------------------|--|
| Acosta Noriega Saul Eduardo | Once the epics were defined, we made the user stories according to our case study to be able to see the scope and the characteristics that must be met, thus we estimate each one and thus we realized the priority that must be taken with each one and thus an order of each must be kept. In order to relate the user stories of each epic, we break them down to be able to reach each one individually. |

|                                     |  |
|-------------------------------------|--|
| <b>Garza Aguilar Sergio Alberto</b> | To carry out this phase of the Scrum process, the organization of all the members was necessary, during the meetings we were able to put the order for the priority of each epic and the votes were made to define the development priorities of the epics as well as the second voting for the measurement of development time. |
| <b>Hernandez Fernandez Diana</b>    | First, we defined the epics and we developed them, we made the user stories according to our case study, then in meetings at meet with the other members of the team, it was where we estimated each one and took its priority.  |
| <b>Zazueta Lopez Diana</b>          | Throughout this work I could see the importance of making epics and user stories for our project, courses and certifications, since these epics are decomposed into stories with a more adequate size to be managed with agile principles and techniques, as well as realizing estimation and priority.                          |

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