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Guide1. APT Project Definition Capstone Subject

A. PART I

1.Personal Background

Below is a table where you should complete the requested information.

Student name	Oscar Villalobos, Andrés Cardona y Pablo Rojas.
Rut	23.467.442-0, 25.562.691-4 and 20.420.540-K
Career	Computer Engineering
Campus	Padre Alonso de Ovalle

2. APT Project Description

In the description, you should briefly state the name of your APT project and the competencies from the graduation profile that you will practice. If your career defines performance areas, also mention which areas are linked to the project.

Project Name:	ASAPeace (As Soon As Peace).
Area(s) of Performance:	Development of Technological Solutions: Creation of web platforms and mobile applications to facilitate complex processes in specific sectors. Project Management: Planning, execution, and supervision of technological projects focused on enhancing the end-user experience. Client Interaction: Implementation of solutions that address specific user problems through user-centered research and design.
Competencies:	Software Development: Ability to design, develop, and maintain software systems using modern tools and methodologies.

	Project Management: Skill in leading and managing technological projects, ensuring the delivery of effective solutions within established timelines and budgets. **Problem Analysis and Resolution:** Competence in identifying user needs and problems, proposing effective and efficient technological solutions. **Human-Computer Interaction:** Expertise in creating intuitive and user-friendly interfaces that enhance the user experience. **Application of Artificial Intelligence:** Implementation of AI systems, such as chatbots, to provide automated assistance and improve the efficiency of complex processes.

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3. APT Project Justification

The following fields must be completed with the requested information. This section aims to describe your project in detail and justify its relevance and appropriateness.

Project Relevance:	The ASAPeace project focuses on developing a digital platform that facilitates the quick and effective resolution of conflicts in educational environments, such as schools or universities. The problem it seeks to solve is the lack of an efficient and accessible system for conflict mediation that allows students, teachers, and administrators to address and resolve disputes in a timely manner, preventing them from escalating and negatively impacting the academic environment. This issue is relevant to the field of technology applied to education, where creating technological tools that promote a positive and safe learning environment is crucial. The project has a direct impact on educational institutions seeking to improve their conflict management, promoting peace and school coexistence.
Project Description:	The goal of ASAPeace is to create a web and mobile application that enables the rapid identification, registration, and tracking of conflicts in educational environments, facilitating the intervention of trained mediators. The platform will include features for secure communication between the parties involved, online mediation tools, and a tracking system to ensure that the agreements reached are fulfilled. The issue will be addressed through a user-centered design approach, where testing with real users will be conducted to adjust and improve the platform based on their needs and feedback.
Relevance to the Graduation Profile:	The project is closely aligned with the graduate profile of the program, particularly in the competencies related to software development, project management, and problem analysis and resolution. The creation of ASAPeace requires a solid foundation in software development to build the platform, as well as competencies in project management to ensure that the project is completed within the assigned timeline and budget. Additionally, the ability to analyze and resolve problems is essential for designing a solution that truly addresses the needs of users in an educational context.
Relation to Professional Interests:	My professional interests focus on creating technological solutions that have a positive impact on society, especially in the educational field. The ASAPeace project reflects this interest by focusing on improving school coexistence through technology. This project will contribute to my professional development by allowing me to apply and expand my skills in software development and project management in a real and meaningful context, reinforcing my commitment to developing technologies that benefit the educational community.

Feasibility of APT Project Development:	The development of the ASAPeace project is feasible within the semester, considering the hours allocated to the course and the available resources. The necessary technology, such as web and mobile development tools, is readily accessible. External factors that facilitate its development include access to educational institutions willing to collaborate in the testing phase. Potential challenges include the availability of time to conduct extensive testing and obtain feedback, which could be mitigated with careful planning and prioritization of the most critical features to ensure the delivery of a functional version by the end of the semester.

B. PART II

4. Objectives

In this section, you must define the general and specific objectives of the APT Project. It is important to clarify that the objectives should be stated clearly, concisely, and without giving further explanations; they should be self-explanatory. It is suggested to write them using an infinitive verb as this forces the specification of concrete actions.

General Objective:	To develop a digital platform called ASAPeace that facilitates the quick and effective resolution of conflicts in educational environments, improving school coexistence and optimizing mediation management.
Specific Objectives:	Design the user interface and user experience of the ASAPeace platform to ensure it is intuitive and accessible.
	Implement registration, tracking, and secure communication features for conflict mediation within the platform.
	Conduct usability testing with real users in educational environments to identify and address potential improvements in the platform.
	Develop a tracking system that allows for evaluating the effectiveness of the mediation interventions carried out through ASAPeace.

5. Methodology

En el siguiente apartado deberás describir la metodología, propia de tu disciplina, que utilizarás para resolver el proyecto APT antes descrito, incluyendo las etapas y métodos de trabajo.

Descripción de la Metodología

Methodology:

An agile software development methodology will be used, specifically the Lean Inception framework. This methodology is suitable for digital platform development projects and will allow for iterative and continuous delivery of value.

Stages and Working Methods:

Research and Analysis:

- **Analyze existing platforms that address similar problems to identify key functionalities.**

Planning:

- **Define the functional and non-functional requirements of the ASAPeace platform.**
- **Create the product backlog with a prioritized list of features to be developed.**

Iterative Development:

- **Sprint: Define objectives for each two-week sprint.**
- **Development: Implement key features of the platform using technologies such as HTML5, CSS, JavaScript, and frameworks.**
- **Review and Feedback: At the end of each sprint, review the development to receive feedback and adjust the backlog as needed.**

Testing:

- **Perform unit, integration, and user acceptance tests to ensure that the platform meets the established requirements.**

Implementation and Monitoring:

- **Deploy the platform in a testing environment followed by production deployment.**
- **Continuous monitoring to identify and fix potential issues, ensuring the platform operates optimally.**

6. Evidence

Below, describe the evidence that will be evaluated in the progress report and the final report of your APT project. This evidence must be agreed upon with your teacher. Evidence refers to the products developed during the project and their purpose to showcase or document how the work was implemented.

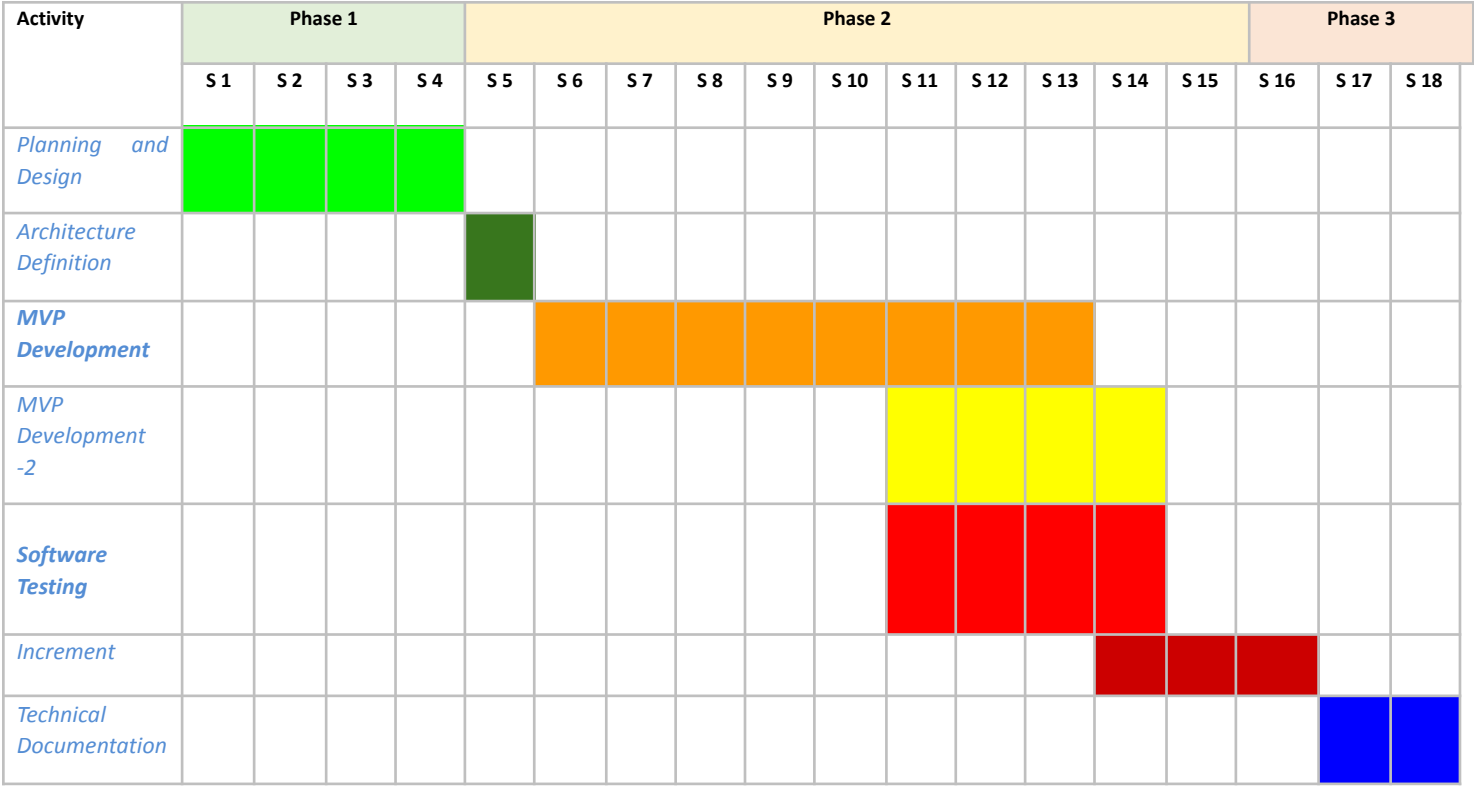| Type of Evidence (Progress or Final)	Name of Evidence	Description	Justification
PROGRESS	**Initial Platform Prototype**	*A functional prototype of the ASAPeace platform will be presented, including the main basic functionalities such as the user interface and initial conflict resolution modules.*	*The prototype will allow for the visualization of the initial progress of the project and provide early feedback to adjust development before moving on to more complex stages.*
PROGRESS	**Requirements and Design Report**	*A document detailing the functional and non-functional requirements of the platform, as well as the architectural and user interface design.*	*This report ensures that all requirements have been identified and that the proposed design is suitable for meeting the project's objectives.*
FINAL	**Complete ASAPeace Platform**	*Delivery of the finalized platform, with all functionalities developed, including registration modules, conflict management, and report generation.*	*The complete platform will demonstrate the successful implementation of the proposed solutions and its ability to meet the project's objectives.*
FINAL	**Final Project Report**	*A document that summarizes all the work done throughout the project, including the initial analysis, methodology, development, testing, and conclusions.*	*This report will provide a comprehensive overview of the process followed and how the project objectives were achieved, serving as thorough evidence of the project's development.*

7. Work plan

In the following table, define the planning of your APT Project according to the requirements.

			Plan de Trabajo Proyecto APT			
Competence or Competence Units	Activity/Task Name	Activity/Task Description	Resources	Activity Duration	Responsible	Observations
Planning and Design	Requirements Analysis	Planning and designing the activities to be developed in the ASAPeace project.	Lean Inception Board. Jira software.	1 week.	Andres	Requires study and analysis according to the Lean Inception methodology.
Architecture Definition	Designing the architecture according to the model suitable for the project.	Creation of the platform's architecture, including databases, servers, and data flow.	Software design tools (e.g., UML), development team.	1 week.	Oscar	Possible adjustments may be needed based on recommendations from the development team.
MVP Development	API creation.	Development of GET, POST, PUT, DELETE for data flow	Javascript, Django, postgrestSQL	4 weeks.	Andres	The code must be properly documented following best practices.
MVP Development -2	Functionalities	Implementation of the initial prototype with the basic functionalities of the platform.	Integrated Development Environment (IDE), programming team.	4 weeks.	Oscar	It is crucial to perform early testing to identify and fix errors during this phase.
Software Testing	Prototype Testing	Conduct usability and functionality tests of the prototype to ensure it meets the initial requirements.	Test users, testing tools.	2 weeks.	Andrés	Tests should include various usage scenarios to cover as many cases as possible.
Increment	Complete Platform Development	Implementation of all functionalities of	IDE, server resources, programming team.	6 weeks.	Pablo	Development should be iterative, with regular reviews to

		the ASAPeace platform.				ensure project objectives are met.
Technical Documentation	**Project Closure**	**Drafting of technical and user documentation for the ASAPeace platform.**	**Word processor, development information.**	**2 weeks.**	**Pablo**	**The documentation must be clear and accessible to ensure that end users can effectively use the platform.**

8. Gantt Chart

Look for a Gantt Chart format that suits you and organize the planned activities from the previous point in this chart, considering the assigned period for the development of your APT Project. You must maintain the temporality of the academic period during the development of the three phases contemplated in the Capstone Portfolio Subject.

Activity	Phase 1				Phase 2											Phase 3		
	S 1	S 2	S 3	S 4	S 5	S 6	S 7	S 8	S 9	S 10	S 11	S 12	S 13	S 14	S 15	S 16	S 17	S 18
Planning and Design	█	█	█	█														
Architecture Definition					█													
MVP Development						█	█	█	█	█	█	█	█					
MVP Development -2											█	█	█	█				
Software Testing											█	█	█	█				
Increment														█	█	█		
Technical Documentation																	█	█

Jira Board:

	G	SEP	OCT	NOV	
Sprints	Diseño y...	Creación API	Funcionalidades Básicas	Incremento	
› SCRUM-4 Planificación del proyecto	▬				
› SCRUM-2 Desarrollo del MVP		▬▬▬▬▬▬▬			
› SCRUM-8 Incremento				▬▬▬▬▬	