

Phase 1: Project Vision

Index

- [Index](#)
 - [1. Case Study](#)
 - [Background](#)
 - [Impact mapping \(Business modeling\)](#)
 - [2. Product owner](#)
 - [3. Project vision statement](#)
 - [4. Constitutive act of the project](#)
 - [Purpose/Justification:](#)
 - [Brief description of the project:](#)
 - [Preliminary scope of the project \(objectives\):](#)
 - [Expected project results / Benefits:](#)
 - [High-level project requirements:](#)
 - [Milestones](#)
 - [Risks](#)
 - [Restrictions](#)
 - [5. Budget](#)

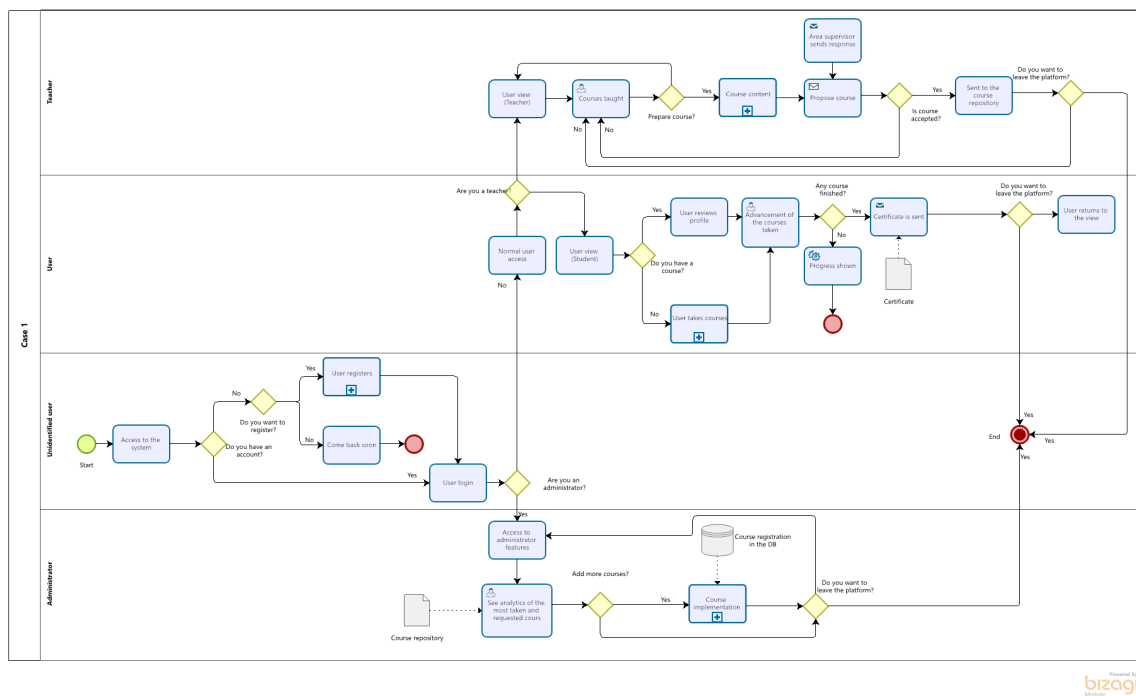
1. Case Study

Background

"The vid of knowledge" is a company that offers technological tools based on the administration and conservation of knowledge, however due to competitiveness of the market and the current and changing conditions, is considering to provide an application regarding "courses and certification through an online platform, at a level of quality and cost that allows you to obtain higher profits. Through a market study on other similar platform observed that among the characteristics that must be offered within this business model are the following:

1. Offer users a platform that is available at all times, that is easy to use and attractive, as well as guaranteeing the security of the information that is registered there.
2. Offer users to enroll in any course through a catalog, and / or a roadmap of courses based on an established profile.
3. Allow courses that are published and offered to be created using different formats such as videos or presentations, and separated by topics with a maximum size limit and duration.
4. Offer the user the progress made by each course, and when completed through an evaluation successful, give a certification check.
5. Offer data analysis on the most requested courses, the courses to which users were enrolled and completed, as well as users whose certification expires.

Impact mapping (Business modeling)



The main objective of the project is to solve the problems of the case study: *Courses and Certifications* of our client and meet the needs of their requests, as well as simplify while contemplating the problems of a project of this type and promote the best results to give the best possible product.

Brief description of the project:

This project consists primarily of being a course platform, where the *Administrator* will have control of the courses that are managed and authorized, as well as general control; the user type *Teacher* will be able to propose their courses and integrate the necessary tools to teach it (if it is accepted by the area supervisor); while the *Common User* will be the one who can buy and take the courses once their account is created.

Preliminary scope of the project (objectives):

Its initial scope will be towards users with the intention of growing professionally or acquiring extra knowledge in a professional way; initially all courses will be for Spanish-speaking users.

Extend the number of employees trained and prepared for companies.

- Increase user enrollment in the platform and sales on non-free certifications and courses.
- All users who are registered on the platform should have completed at least two courses successfully on the first year.

Expected project results / Benefits:

Users will be able to enjoy any type of course on the platform and be sure to keep their accounts safe, since they will be able to recover the password in case of forgetting it (this via email); In addition, the payment method will be very intuitive and viable for the buyer user, also counting on the fact that the administrator will be able to register and manage the courses taught on the platform, while the teacher will have the ease and flexibility to implement the tools (videos , images, etc.) necessary to propose their course.

High-level project requirements:

Requirements	Success Criteria
Teacher: This user can create and propose courses for the platform through the use of tools and their own experience as a teacher.	Choose good trained teachers.
Administrator: The administrator user is the one who will rule the entire system and who will have the last word when coupling or uncoupling courses from the platform.	The administrator or administrators must be pending at all times about the changes or modifications of the platform, as well as the proposed courses.
User (market): The common user or rather, our main market, must always have the availability to create an account and manage the courses that can be bought and paid for.	The payment method should always be available so that customers can enjoy their courses and various security methods so that they can keep their accounts easily.
Area manager: He is the one who makes sure that the proposed courses are correct and verify if they are suitable for implementation on the platform.	Always have at least one person in charge per area and that this has a constant criterion to evaluate said courses.

Milestones	Duration
1. Start of the project (Identification of the problem, Collection of information, Definition of the system)	2 weeks
2. Team members organization, and election of the tools to use.	
3. Define the structure and design of the platform.	
4. Implementation of the user module.	
5. First sprint delivery.	
6. Implementation of the course module.	3 weeks
7. Second sprint delivery.	
8. Implementation of evaluations and certificates.	4 weeks
9. Implementation of the notifications.	
10. Testings.	
11. Third sprint delivery.	
12. Maintenance.	2 weeks
13. End of the project (Delivery of the project).	

Risks

#	Identified risk	Probability of occurrence	Impact	Priority	Response Plan
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1	The objectives are not met within the estimated date, as this could delay other objectives.	<input type="checkbox"/> High <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Low	<input checked="" type="checkbox"/> High <input type="checkbox"/> Medium <input type="checkbox"/> Low	<input checked="" type="checkbox"/> High <input type="checkbox"/> Medium <input type="checkbox"/> Low	Identify problems to solve them as soon as possible.
2	The displeasure of the courses implemented in a preliminary way for the user, since it could affect the quality of the platform.	<input checked="" type="checkbox"/> High <input type="checkbox"/> Medium <input type="checkbox"/> Low	<input type="checkbox"/> High <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Low	<input type="checkbox"/> High <input type="checkbox"/> Medium <input checked="" type="checkbox"/> Low	Rethink the content of the courses and their duration.
3	Finding teachers willing to collaborate with the platform before the delivery date.	<input checked="" type="checkbox"/> High <input type="checkbox"/> Medium <input type="checkbox"/> Low	<input type="checkbox"/> High <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Low	<input type="checkbox"/> High <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Low	Offer a better contract in which the benefits that teachers would obtain when teaching the different courses on the platform are specified.
4	The implementation of the multimedia tools is deficient or does not work 100% before the delivery date.	<input type="checkbox"/> High <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Low	<input type="checkbox"/> High <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Low	<input type="checkbox"/> High <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Low	Putting a limit on the different files that can be uploaded to test all the different types of files that can be used.

Restrictions

The project must be completed within the established deadline, in addition to having a fixed budget and will have a scope for users interested in paying for courses to improve their skills.

5. Budget

Preliminary budget, personnel cost, material cost (Hardware, Software, Infrastructure, etc.), Other expenses.

- Personnel Cost - \$ 7,800 (yearly), \$650 (monthly), \$162.5 (weekly)
- Material Cost - \$ 13233
 - Hardware -
 - \$3000 PC's(x5) , \$3050 Servers(x2)
 - Software -
 - \$ 233 Windows OS License (yearly)
 - \$ 7000 Azure
 - Infrastructure - \$2,500
- Other - \$2000
- Preliminary Budget - \$ 25583

To cover all the factors that make the creation of the project will require a fairly large initial budget; also considering the payment for the employees and the extra work for inconveniences (class investigations, bugs, etc.), which in any software development are palpable. The estimated cost would be \$26,000.

Project Authorization

Name	Position	Signature	Date
Enriquez Alvarez Jaime Leonardo	Stakeholder	_____	04/06/2021
Flores Aguila David Antonio	Project manager	_____	04/06/2021