

Documento Final de Sprint

Esteban Cabezas Díaz
José Antonio Zamudio Amaya
Adrián De las Heras Cózar
Carlos Núñez Arenas
Juan Buiza Núñez
Adil Rouichil

Note that we aspire to

10.

Justification of how they have been achieving each of the requirements of the level

Business rules: Most of the business rules were obtained almost unintentionally while thinking about and writing new user stories, as we were thinking more about functional requirements than about forms of interaction between the user and the application. Once we got six business rules, all that was left was to rewrite them as the example business rule in the template.

User Stories: All the user stories were obtained through a first informal meeting with Pablo Arenas, owner of the "Tabernas Sevilla" business. In this meeting of approximately 1 hour and a half we had a first contact with the business model through intensive questions about the operation of the company. In addition, we made him our proposal, from which through his needs and the needs of customers we obtained the user stories. In this way, asking about what their needs are and what they want the system to do, we collected 22 user stories, more than enough for the proposed goal of 20.

Entities: Entities were derived from user stories and business rules as well as the team's knowledge of the business. From general ideas of what the system should do and what information should be saved, we came up with 13 entities - this is exactly what is needed to achieve the functionality goals for the project and more than enough to meet the quota for the subject.

Relations: Relations between entities were quite simple knowing the real-life relations the tasks and objects represented by entities have. This is combined with previous knowledge in model design. The relations in our model prioritize simplicity in design.

Actors: Based on the real life people that would use the system, this again derived from user stories as well as knowledge from the meeting with the client.

Mockups: All the views from the mockups were made based on the user stories. In fact, in the description of each view you can see the user story(or stories) associated. There are

some views with no US associated because of their general aspect. There are 20 views in total.

Work of each pair

Esteban-Carlos → Mockups, metrics of the project, version history. The teamwork went well and without complications. We spent a couple of days, that turned into 3 hours-ish of work, in the mockups, since they are very dense and detailed (there are 20 views). We were involved in the project and communicated with the rest of the group.

Jose Antonio-Adrián → Description of the project, user roles, user stories, business rules. We work properly, well organized. We did all the user stories first and made an appointment with the teacher to make sure they were good so we could have a good basis to start the project. During the correction, he highlighted several that were not user stories, but business rules, so we set them aside and repeated the process, completing the user stories and developing those business rules that we had already obtained.

Juan-Adil → Model design, review and organization. Redefined user stories as originally there was confusion with business rules, some were overly complicated while the most basic ones were left out. Model design defining all entities necessary for the project as well as all relationships, as mentioned above, simplicity was prioritized in the design.

General thoughts

The process of making the first sprint wasn't always easy because of some discrepancies we had as a group and the confusion made by the distribution of the work in pairs. In the end we managed to finish it with hard work, and even if we were a bit late, we finished all we had to do (plus improvements) for the first sprint.

Management will have to be worked on, as task assignment and tracking was difficult at first.