**METHODOLOGY**

According to the needs of this project, we have thought of applying the methodology of Adaptive Software Development (ASD), with the model of software development, of prototypes, we hope that with this combination of methodology and model, the development of our Automatic curtains project have the maximum potential and we can take advantage of all the possibilities that this project has.

In this project, as it is not necessary to use interfaces and great uses of programming, we have opted for the methodologies that are more directed towards the creation of prototypes and test devices, in this case they are the methodology of adaptive software Development (ASD) and with the prototype model, with deliveries scheduled for Friday of each week, so we can ensure that we will comply with the times that have placed us. Following the ASD methodology, we will divide our working times into 3 important points, start with speculation, at this point discuss the risks that the project has, if feasible or not, the way we will take the rest of Processes necessary for the realization of the project, we will also discuss how we will adapt and use the prototype model, Finishing the first meeting with the Division of Works and the market to which the project will be directed, obtaining in this way, quick and concrete results, for the satisfaction of our client. Once taken and reviewed all possible risks, we will have a successful number, about how long we could take this project and how many times we would have to restart the project in case of finding something a failure, locating and focusing on the error, to maintain the quality and the final time of the product.