Description of Tasks for SPRINT 1

SPRINT 1 consists of four parts to be developed, each of which is described in detail below:

1. The first part involves collecting and writing the requirements for the website to be developed. These requirements must be gathered from meetings with the client, but this client can be real (such as a family member, an known person, or even a company) or fictional. These requirements must be included in a document that can be created from scratch or by using one of the existing standard model documents for this purpose.

2. The second part involves developing the mockups (prototypes) of the website pages based on the client's collected requirements using the Figma prototyping tool (or TeleportHQ to then also be able to generate the templates). In developing these, particular attention must be paid to the organization of content rather than its presentation, and the content must be "dummy", never the final content, which will be defined in a later Sprint. In developing these mockups, all the pages that our website will contain must be prototyped, identifying through the design those where the organization of content is similar and can be converted into templates so that they can later be reused to, for example, generate several pages using the same template. This development can also implement the website's storyboard to indicate navigation between pages and all the interactivity within them that clarifies the functionality to be implemented.

3. The third part consists of generating these templates (not the final web pages) using HTML, CSS, and Javascript. These templates should be as modular as possible so that they can even be composed of other lower-level templates. For example, a template for the "home" page could be constructed by joining templates for the "header", "footer", and "main". Another template could also be constructed that now included the same "header" and "footer" but a different "main". It could even go further and build the templates dynamically by joining these other lower-level templates using Javascript. To implement these templates, Git should be used as the repository for the generated code.

4. The fourth and final part involves verifying that all the final pages of the website (according to the mockup design) can be generated using the previously constructed templates. To do this, it will be necessary to check that each of these final pages can be "mapped" to one of the existing templates. In this way, as we have already said, we could generate, for example, one page about animals and another about plants using the same template.