Introduction

A3.4 Learning Activity

Project documentation using the Scrum framework for the planning and estimation phase.

Instruction

- Based on research and the document provided by the advisor, perform the project documentation using the scrum framework for the case study.
- The activity must be done using a platform such as **Notion**, or **Confluence**, and must be sent in PDF style, naming it with the nomenclature **A3.4_NombredelaActividad_NombreAlumno.pdf.**
- Your repository plus it must have a file **readme**.md within your root directory, with information such as student data, work team, subject, career, advisor data, and even logo or images, you must have a section of contents or index.

Development

1. Join your team and start preparing what is requested below:
    - ☑ 1.1 Identify tasks for each user story.
    - ☑ 1.2 Estimate tasks using a digital tool.
    - ☑ 1.3 Create the Sprint backlog with tasks estimated in hours.
    - ☑ 1.4 Create your Gantt chart.
    - ☑ 1.5 Identify dependencies of each task and relate it to the activity that depends.
    - ☑ 1.6 Build the sprint Burn down chart.
2. Present this information using visual and graphic tools within the sprint planning meeting.
3. Place a section with evidence that shows that they met to develop the activity as a team.

A3.4 Planning and estimation phase: Artifacts

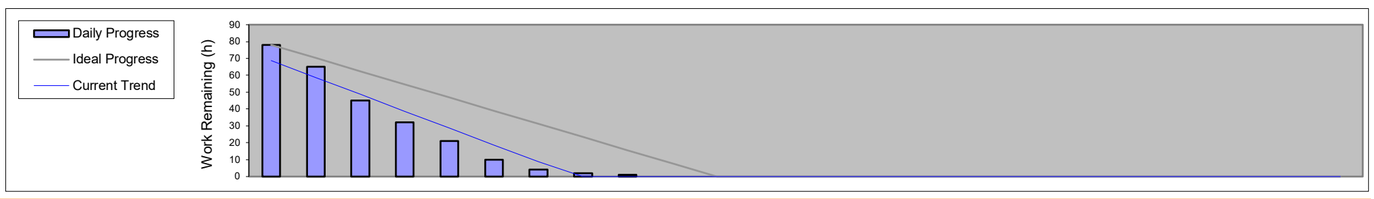
1. Identification and estimation of tasks for each user story.

User stories					
History ID	**Overview**	**Task ID**	**Task**	**Task Estimation**	**Dependency**
HU01	As a user I want to have a login interface to access the platform.	1,1	• Design the login.	2	
		1,2	• Design the login and account recovery buttons.	2	It depends on the task with ID 1.1 to be able to be implemented.
		1,3	• Validate user access.	2	It depends on the task with ID 1.1 to validate the data entry.
		1,4	• If access is not correct redirect to the login interface.	2	
		1,5	• Do tests.	4	It depends on the task with the ID 1,1 , 1,2 , 1,3 and 1,4 to perform the corresponding tests.
HU02	As a user I want the platform to have a high degree of usability to make use of it without the need for assistance.	2,1	• Design a help bot for users.	6	
		2,2	• Implement frequently asked questions to the bot.	2	It depends on the task with ID 2.1 to enter the corresponding questions.
		2,3	• Do tests.	6	It depends on the tasks with ID 2,1, 2,2 to perform the corresponding tests.
HU03	As a user I want the platform to have security of the information that is stored to enter the platform safely.	3,1	• Design a captcha in the login interface.	2	It depends on the task with ID 1.1 to be implemented.
		3,2	• If you do not enter the captcha correctly it will reload the page.	2	
		3,3	• An option in the user register to measure the degree of difficulty of the password.	2	It depends on the task with ID 1.1 to be implemented.
		3,4	• Do tests.	6	It depends on tasks with ID 3.1 , 3.2, and 3.3 to perform the corresponding tests.
HU04	As Admin I want a user management interface to make additions, deletions and modifications of users, the time and name of the event that runs in the system.	4,1	• Design a search engine within the interface to make the search of a user easier.	2	
		4,2	• If the user is not registered display a message “not found”.	2	It depends on the task with ID 1,1 to be able to display the message.
		4,3	• If the user is found the options to delete user or modify their data are displayed.	2	It depends on the task with ID 1,1 to be able to display the message.
		4,4	• Design a section to register users without asking for a password.	2	

		4,5	• Design a column that displays events running on the platform in real time.	4	
		4,6	• Design a button to close the management panel.	2	
		4,7	• Do tests.	8	Depends on tasks with ID 4,1 , 4,2 , 4,3 , 4,4 , 4,5 , 4,6 and 4.7 to perform the corresponding tests.
HU05	As a user I wish that around a problem the platform gives me a catalogue of topics to be able to solve the problem posed.	5,1	• Design a section to write a topic that has a publish button.	4	
		5,2	• Design a button to display a catalog of topics.	2	It depends on the task with the ID 5.3 to be able to deploy the catalog.
		5,3	• Design a catalog that has variables such as upload date and description of the topic.	4	
		5,4	• If in the catalog of topics there is one created by the user that he can modify or delete it.	2	
		5,5	• Do tests.	6	It depends on the tasks with the ID 5.1 , 5.2 , 5.3 and 5.4 to perform the corresponding tests.

2. Sprint Backlog and Burn down Chart.

Project Name:	Conservance
Project Owner:	Leonardo Enriquez
Project Manager:	Antonio Ibarra



	Sprint duration	10			Effort	Missing in the following days…									
	Trend calculated in recent years	10	Days	Total	78	78	65	45	32	21	10	4	2	1	
Task ID	**Task**	**History ID**	**Responsible**	**Status**	**Est.**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1.1	Design the login.	**HU01**	Joseph	To Do	2	2	1	0	0	0	0	0	0	0	0
1.2	Design the login and account recovery buttons.	**HU01**	Joseph	To Do	2	2	1	0	0	0	0	0	0	0	0
1.3	Validate user access.	**HU01**	Joseph	To Do	2	2	1	0	0	0	0	0	0	0	0
1.4	If access is not correct redirect to the login interface.	**HU01**	Joseph	To Do	2	2	1	0	0	0	0	0	0	0	0
1.5	Do tests.	**HU01**	Joseph	To Do	4	4	4	3	2	1	0	0	0	0	0
2.1	Design a help bot for users.	**HU02**	Edson	To Do	6	6	5	4	3	2	1	0	0	0	0
2.2	Implement frequently asked questions to the bot.	**HU02**	Edson	To Do	2	2	2	1	0	0	0	0	0	0	0
2.3	Do tests.	**HU02**	Edson	To Do	6	6	4	3	2	1	0	0	0	0	0
3.1	Design a captcha in the login interface.	**HU03**	Edson	To Do	2	2	2	2	1	0	0	0	0	0	0
3.2	If you do not enter the captcha correctly it will reload the page.	**HU03**	Edson	To Do	2	2	2	2	1	1	0	0	0	0	0
3.3	An option in the user register to measure the degree of difficulty of the password.	**HU03**	Edson	To Do	2	2	2	2	2	2	1	0	0	0	0
3.4	Do tests.	**HU03**	Edson	To Do	6	6	6	6	4	3	2	1	0	0	0
4.1	Design a search engine within the interface to make the search of a user easier.	**HU04**	Antonio	To Do	2	2	1	0	0	0	0	0	0	0	0
4.2	If the user is not registered display a message “not found”.	**HU04**	Antonio	To Do	2	2	1	0	0	0	0	0	0	0	0
4.3	If the user is found the options to delete user or modify their data are displayed.	**HU04**	Antonio	To Do	2	2	1	0	0	0	0	0	0	0	0
4.4	Design a section to register users without asking for a password.	**HU04**	Antonio	To Do	2	2	1	0	0	0	0	0	0	0	0
4.5	Design a column that displays events running on the platform in real time.	**HU04**	Antonio	To Do	4	4	3	2	1	0	0	0	0	0	0
4.6	Design a button to close the management panel.	**HU04**	Antonio	To Do	2	2	1	0	0	0	0	0	0	0	0
4.7	Do tests.	**HU04**	Antonio	To Do	8	8	8	4	3	2	1	0	0	0	0
5.1	Design a section to write a topic that has a publish button.	**HU05**	Joseph	To Do	4	4	4	3	2	1	0	0	0	0	0
5.2	Design a button to display a catalog of topics.	**HU05**	Joseph	To Do	2	2	2	1	0	0	0	0	0	0	0
5.3	Design a catalog that has variables such as upload date and description of the topic.	**HU05**	Antonio	To Do	4	4	4	4	3	2	1	0	0	0	0
5.4	If in the catalog of topics there is one created by the user that he can modify or delete it.	**HU05**	Edson	To Do	2	2	2	2	2	1	0	0	0	0	0
5.5	Do tests.	**HU05**	Joseph	To Do	6	6	6	6	6	5	4	3	2	1	0

Done
In Progress
To Do

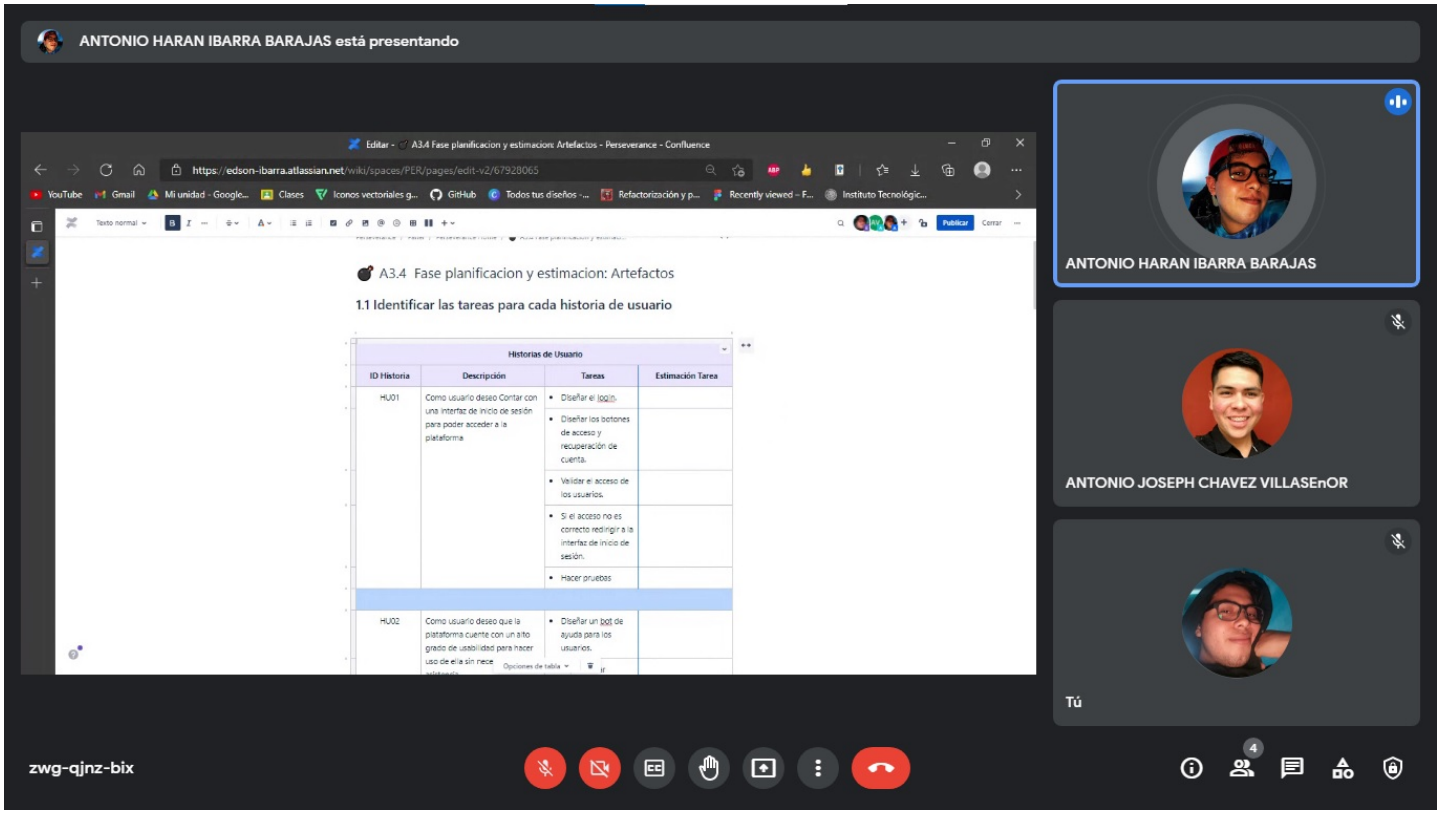
Gantt Chart "Conservance"

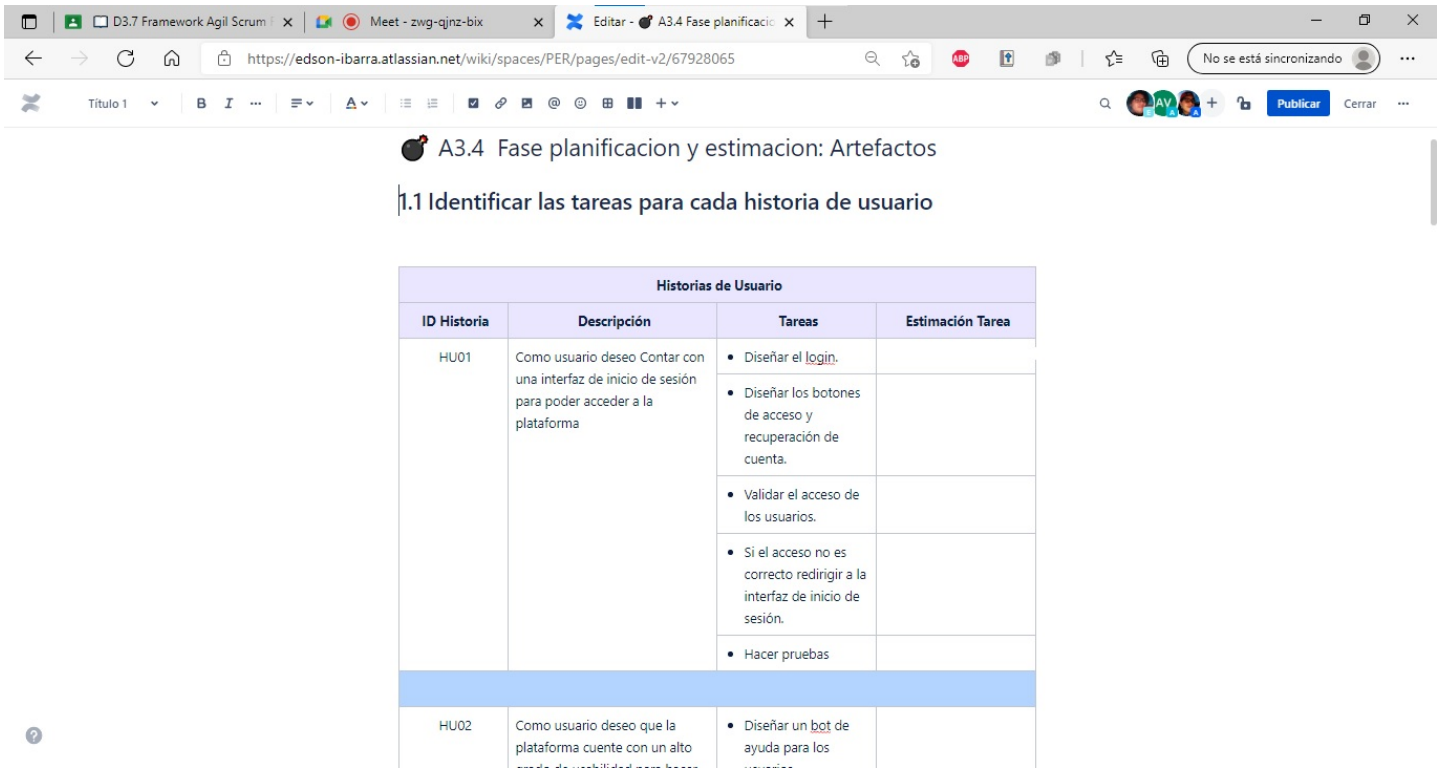
3. Gant Chart.

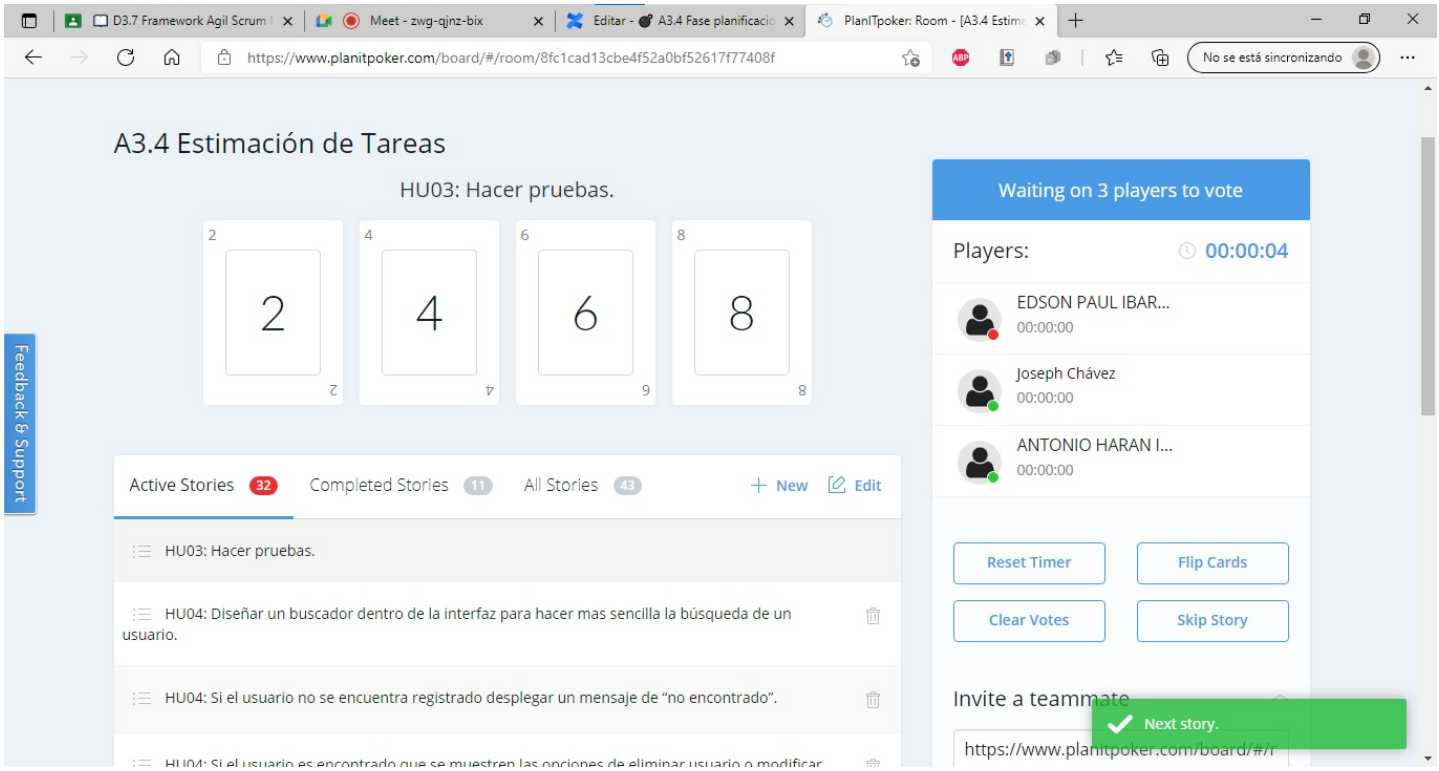
Responsible	Task ID	Task Description	Week 1					Week 2				
			Monday	Tuesday	Wednesday	Thursday	Friday	Monday	Tuesday	Wednesday	Thursday	Friday
Joseph	1,1	Design the login.										
Joseph	1,2	Design the login and account recovery buttons.										
Joseph	1,3	Validate user access.										
Joseph	1,4	If access is not correct redirect to the login interface.										
Joseph	1,5	Do tests.										
Edson	2,1	Design a help bot for users.										
Edson	2,2	Implement frequently asked questions to the bot.										
Edson	2,3	Do tests.										
Edson	3,1	Design a captcha in the login interface.										
Edson	3,2	If you do not enter the captcha correctly it will reload the page.										
Edson	3,3	An option in the user register to measure the degree of difficulty of the password.										
Edson	3,4	Do tests.										
Antonio	4,1	Design a search engine within the interface to make the search of a user easier.										
Antonio	4,2	If the user is not registered display a message "not found".										
Antonio	4,3	If the user is found the options to delete user or modify their data are displayed.										
Antonio	4,4	Design a section to register users without asking for a password.										
Antonio	4,5	Design a column that displays events running on the platform in real time.										
Antonio	4,6	Design a button to close the management panel.										
Antonio	4,7	Do tests.										
Joseph	5,1	Design a section to write a topic that has a publish button.										
Joseph	5,2	Design a button to display a catalog of topics.										
Antonio	5,3	Design a catalog that has variables such as upload date and description of the topic.										
Edson	5,4	If in the catalog of topics there is one created by the user that he can modify or delete it.										
Joseph	5.5	Do tests.										

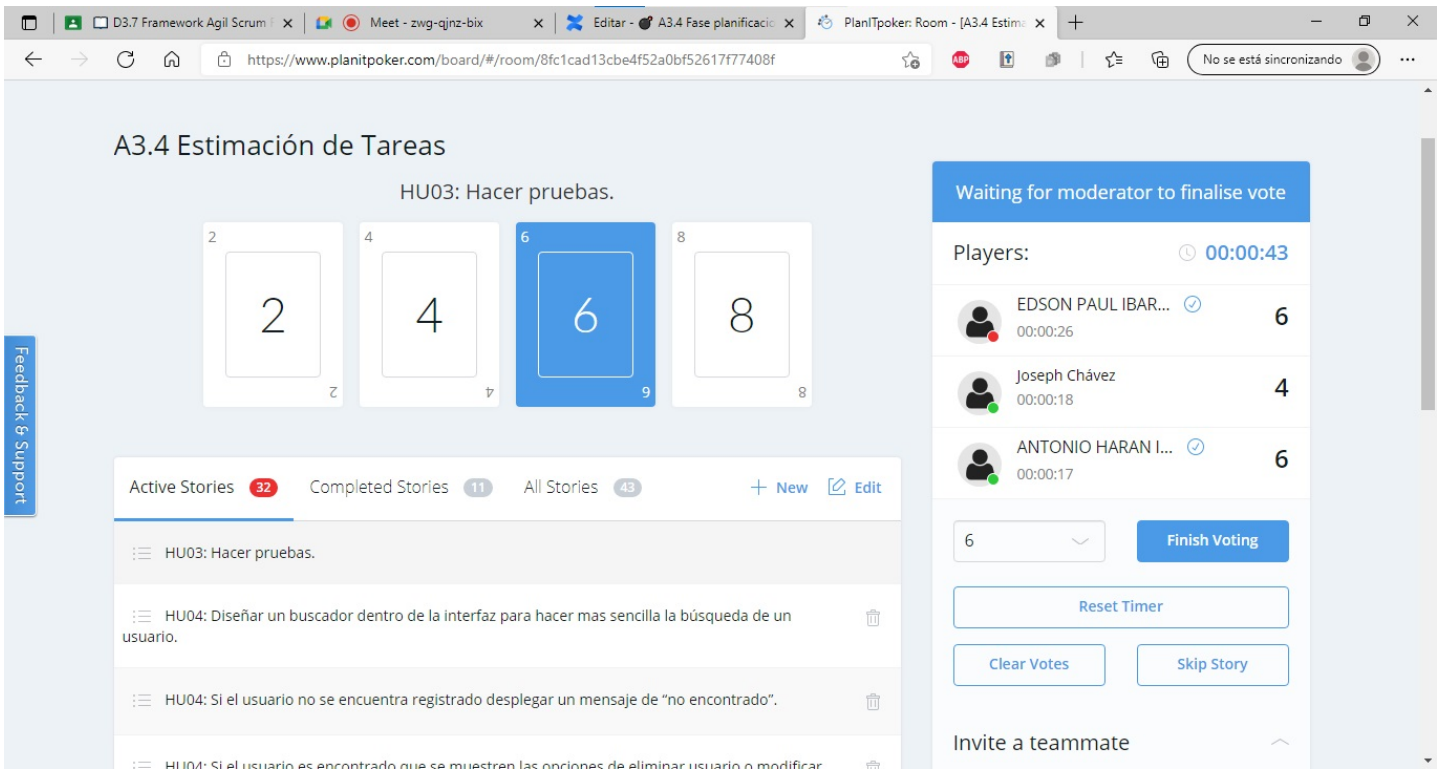
Legend: Task state: To do — Task state: Doing — Task state: Done

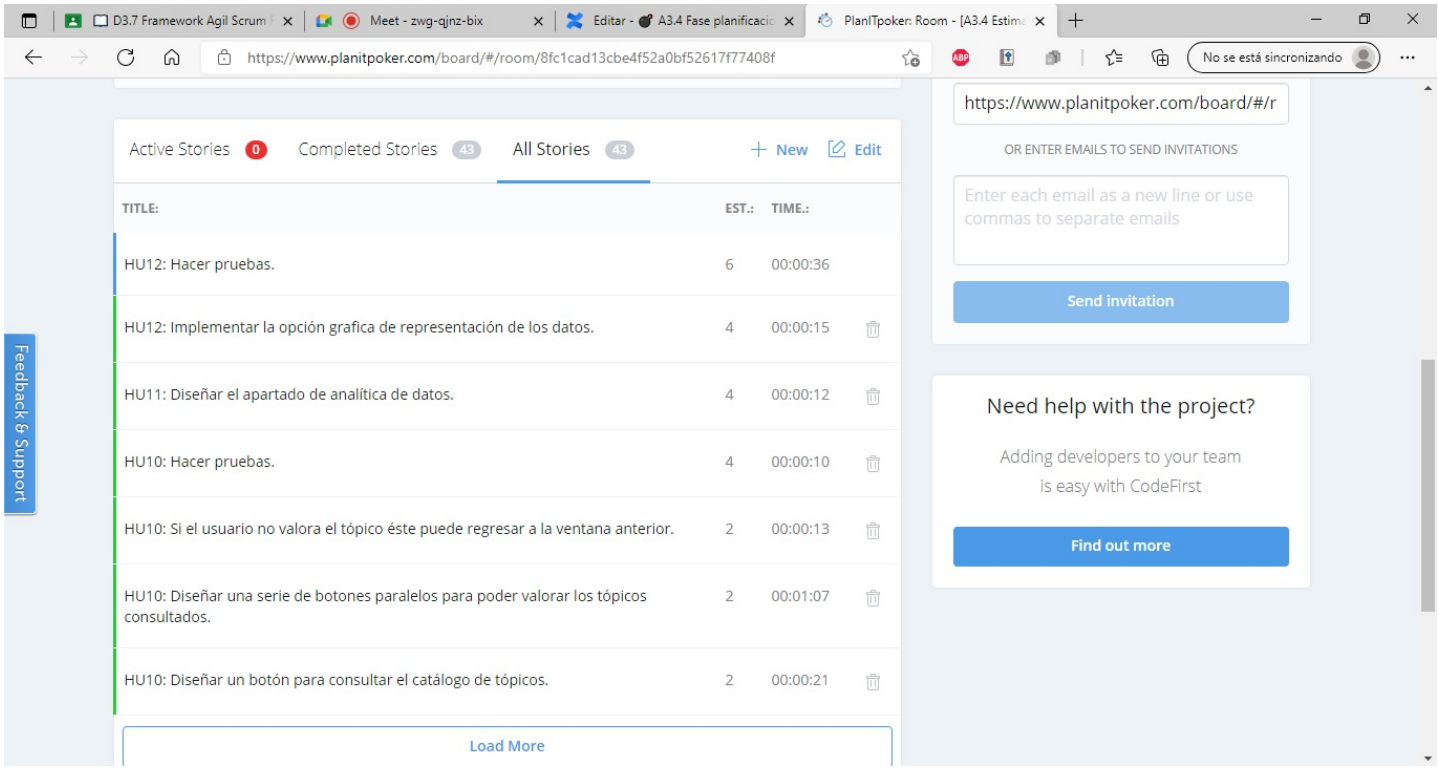
Evidence

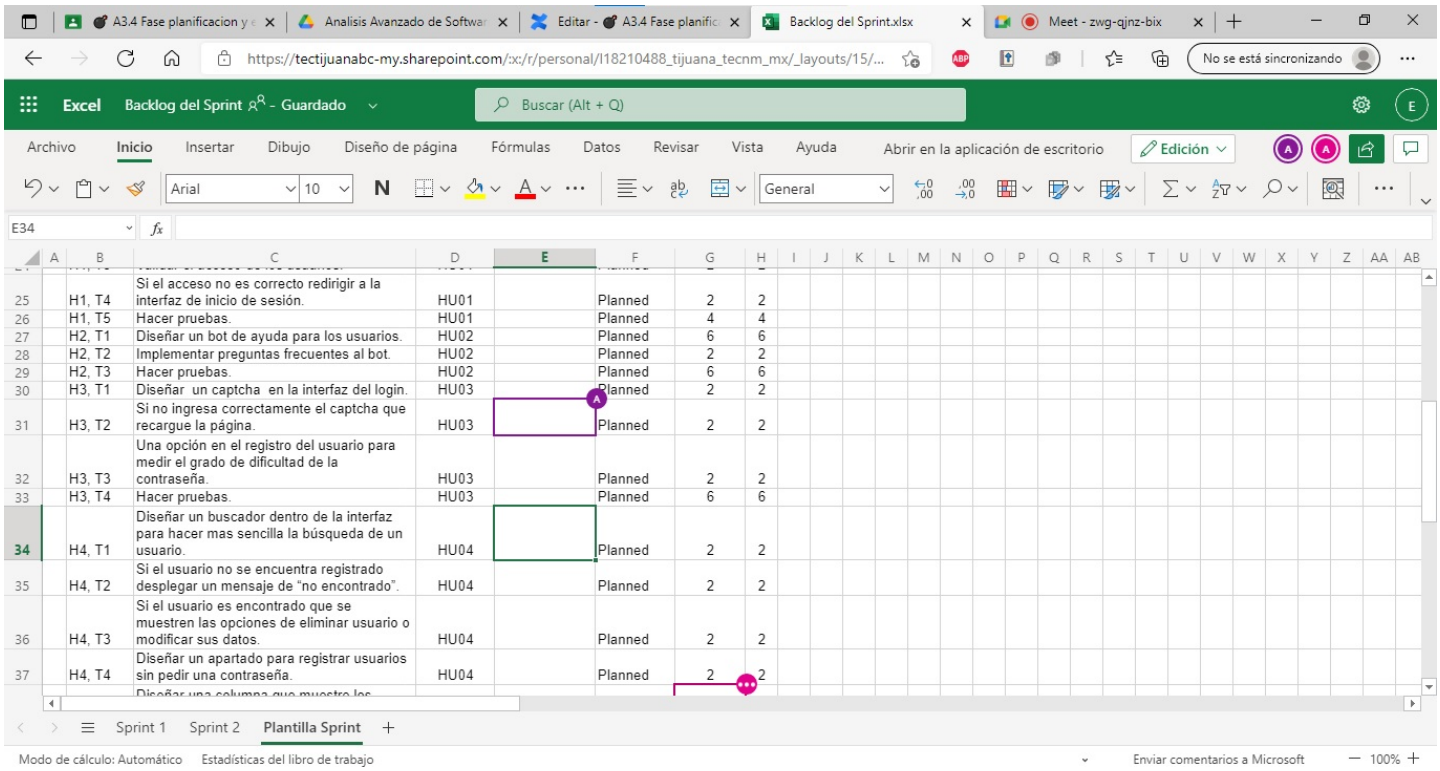

ANTONIO HARAN IBARRA BARAJAS está presentando
A3.4 Fase planificacion y estimacion: Artefactos
1.1 Identificar las tareas para cada historia de usuario
ANTONIO HARAN IBARRA BARAJAS
ANTONIO JOSEPH CHAVEZ VILLASEnOR
Tú
zwg-qjnz-bix


A3.4 Fase planificacion y estimacion: Artefactos
1.1 Identificar las tareas para cada historia de usuario
Historias de Usuario
ID Historia
Descripción
Tareas
Estimación Tarea
HU01
Como usuario deseo Contar con una interfaz de inicio de sesión para poder acceder a la plataforma
Diseñar el login.
Diseñar los botones de acceso y recuperación de cuenta.
Validar el acceso de los usuarios.
Si el acceso no es correcto redirigir a la interfaz de inicio de sesión.
Hacer pruebas
HU02
Como usuario deseo que la plataforma cuente con un alto
Diseñar un bot de ayuda para los

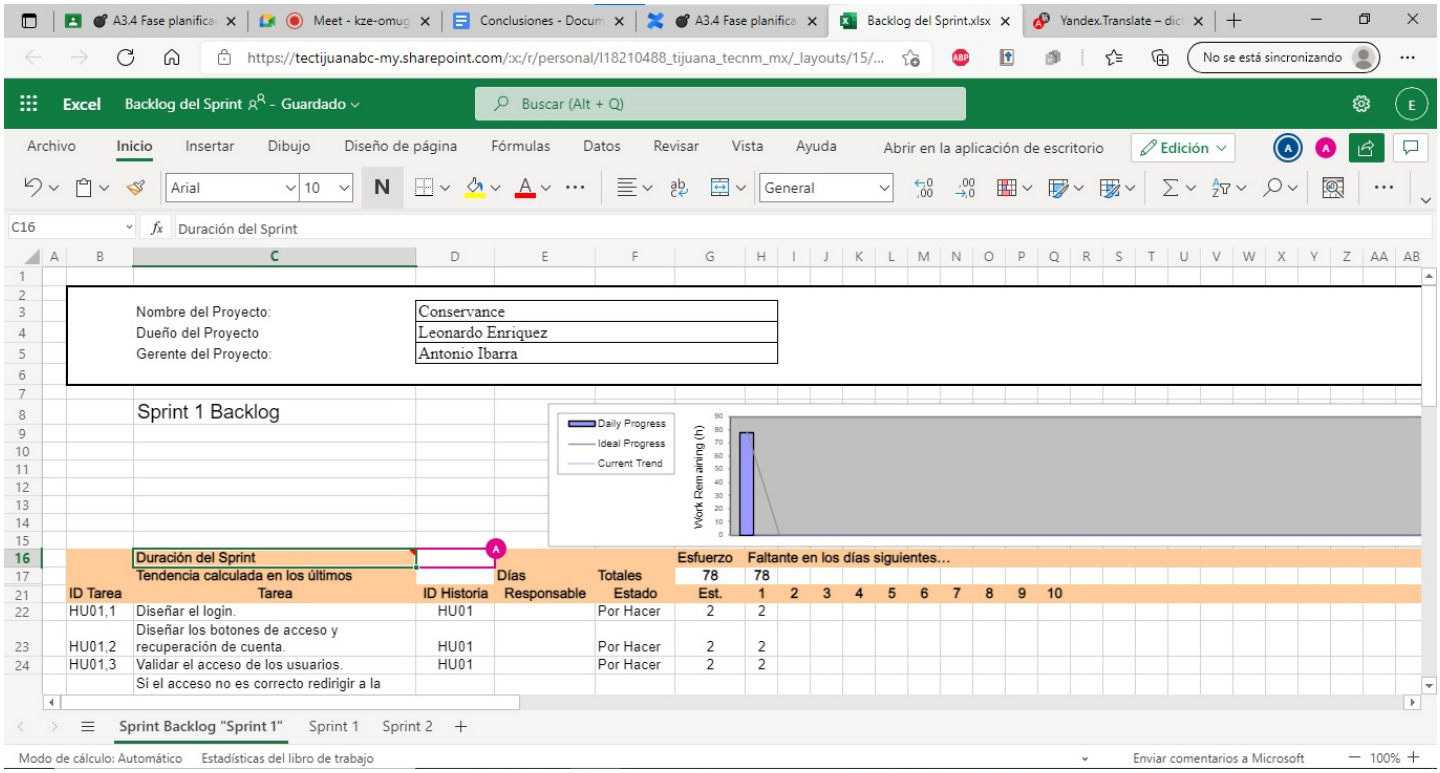

A3.4 Estimación de Tareas
HU03: Hacer pruebas.
2
4
6
8
Waiting on 3 players to vote
Players:
00:00:04
EDSON PAUL IBAR...
00:00:00
Joseph Chávez
00:00:00
ANTONIO HARAN I...
00:00:00
Reset Timer
Flip Cards
Clear Votes
Skip Story
Invite a teammate
Next story.
Active Stories 32
Completed Stories 11
All Stories 43
New
Edit
HU03: Hacer pruebas.
HU04: Diseñar un buscador dentro de la interfaz para hacer mas sencilla la búsqueda de un usuario.
HU04: Si el usuario no se encuentra registrado desplegar un mensaje de "no encontrado".
Feedback & Support


A3.4 Estimación de Tareas
HU03: Hacer pruebas.
2
4
6
8
Waiting for moderator to finalise vote
Players:
00:00:43
EDSON PAUL IBAR...
00:00:26
6
Joseph Chávez
00:00:18
4
ANTONIO HARAN I...
00:00:17
6
Finish Voting
Reset Timer
Clear Votes
Skip Story
Invite a teammate
Active Stories 32
Completed Stories 11
All Stories 43
New
Edit
HU03: Hacer pruebas.
HU04: Diseñar un buscador dentro de la interfaz para hacer mas sencilla la búsqueda de un usuario.
HU04: Si el usuario no se encuentra registrado desplegar un mensaje de "no encontrado".
Feedback & Support





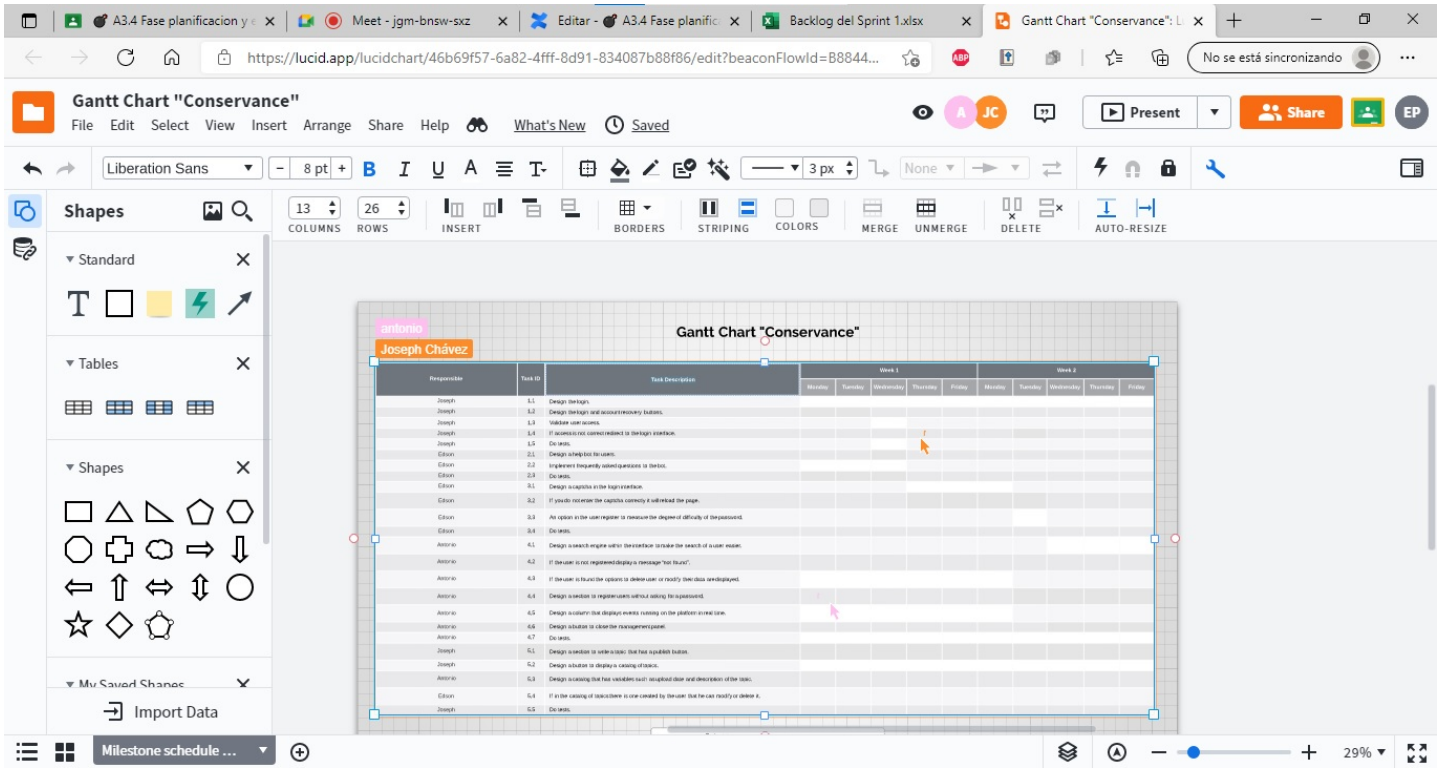
25	H1, T4	Si el acceso no es correcto redirigir a la interfaz de inicio de sesión.	HU01		Planned	2	2
26	H1, T5	Hacer pruebas.	HU01		Planned	4	4
27	H2, T1	Diseñar un bot de ayuda para los usuarios.	HU02		Planned	6	6
28	H2, T2	Implementar preguntas frecuentes al bot.	HU02		Planned	2	2
29	H2, T3	Hacer pruebas.	HU02		Planned	6	6
30	H3, T1	Diseñar un captcha en la interfaz del login.	HU03		Planned	2	2
31	H3, T2	Si no ingresa correctamente el captcha que recargue la página.	HU03		Planned	2	2
32	H3, T3	Una opción en el registro del usuario para medir el grado de dificultad de la contraseña.	HU03		Planned	2	2
33	H3, T4	Hacer pruebas.	HU03		Planned	6	6
34	H4, T1	Diseñar un buscador dentro de la interfaz para hacer mas sencilla la búsqueda de un usuario.	HU04		Planned	2	2
35	H4, T2	Si el usuario no se encuentra registrado desplegar un mensaje de "no encontrado".	HU04		Planned	2	2
36	H4, T3	Si el usuario es encontrado que se muestren las opciones de eliminar usuario o modificar sus datos.	HU04		Planned	2	2
37	H4, T4	Diseñar un apartado para registrar usuarios sin pedir una contraseña.	HU04		Planned	2	2



Nombre del Proyecto:	Conservance
Dueño del Proyecto	Leonardo Enriquez
Gerente del Proyecto:	Antonio Ibarra

Sprint 1 Backlog

					Duración del Sprint										
					Tendencia calculada en los últimos		Días	Totales	Esfuerzo	Faltante en los días siguientes...					
									78	78					
	ID Tarea	Tarea	ID Historia	Responsable	Estado	Est.	1	2	3	4	5	6	7	8	9	10
22	HU01,1	Diseñar el login.	HU01		Por Hacer	2	2									
23	HU01,2	Diseñar los botones de acceso y recuperación de cuenta.	HU01		Por Hacer	2	2									
24	HU01,3	Validar el acceso de los usuarios.	HU01		Por Hacer	2	2									
		Si el acceso no es correcto redirigir a la														



Conclution by Edson:

Through the planning phase and estimation it is possible to identify the tasks from all of our user stories which originate from the epic identified, once obtained the tasks, it is possible to perform the estimation process (in hours) which carry a range between 2 and 8 (which would be a working day), all this concentrate was emptied in an excel document, where they are identified, the sources for each task, and by his estimation it is possible to create burn down chart, it is also important to note the use of a gantt chart to schedule all the activities (tasks) to be performed and the time it should take to perform them.

Conclution written by Antonio:

In this planning and estimation phase we can build the corresponding tasks for each user history created in the previous activity, later the planning poker tool was used to estimate in hours the tasks previously built, finally with this estimate it is possible to create Sprint backlog where we concentrate all our estimated tasks in hours and with the visual tool of burn down chart it is possible to observe how it is done in work and finally the creation of a gantt chart to be able to accommodate all the activities with times to be performed to carry out a better planning. With the construction of the epics in the previous activity it is possible to advance faster when building the tasks of the user stories.

Conclution written by Joseph:

As a conclusion within the tasks we noticed that for some user stories there were very few but those few that were presented were because they had a greater weight in hours to develop, then, we chose to estimate hours between 2 and 8 hours and we were adding every hour for all user stories. Something also important to mention is that we only use half of our user stories to be able to do the sprint backlog because we only depend on a first round. In general I think that using external tools to be able to develop this task was of very specific use to be able to assimilate the reality of what we worked on real projects.

Go to my Github repository