

Universidad Modelo

Engineering School

Engineering
of Technology and Software
Development



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1-SCRUM METHODOLOGY

Scrum is a process in which a set of good practices are applied regularly to work as a team and get the best possible result of a project.

In Scrum, partial and regular releases of the final product are made prioritized by the benefit they bring to the project recipient.

Scrum is especially suitable for projects in complex environments, where you need to get results soon, where the requirements are changing or poorly defined, where innovation, competitiveness, flexibility, and productivity are essential.

Scrum is an iterative software engineering process to develop and deliver software.

1.1 Scrum Daily

The purpose of this meeting is to facilitate the transfer of information and collaboration between team members to increase their productivity, by highlighting points where they can help each other.

Each team member inspects the work that the rest is doing (dependencies between tasks, progress towards the objective of the iteration, obstacles that can impede this objective) so that at the end of the meeting they can make the necessary adaptations that allow them to comply with the forecast they made. the team of objectives to be delivered at the end of the iteration (at the iteration planning meeting).

Each team member must answer the following questions in a maximum time of 15 minutes:

- *What have I done since the last synchronization meeting to help the team achieve its goal?*
- *What will I do from this moment to help the team achieve its objective?*
- *What impediments do I have or will I have to prevent us from achieving our goal?*

In support of the meeting, the team has the list of tasks of the iteration, where the status and the pending effort for each task is updated, as well as the chart of spending hours in the iteration.

1.2 Scrum Biweekly

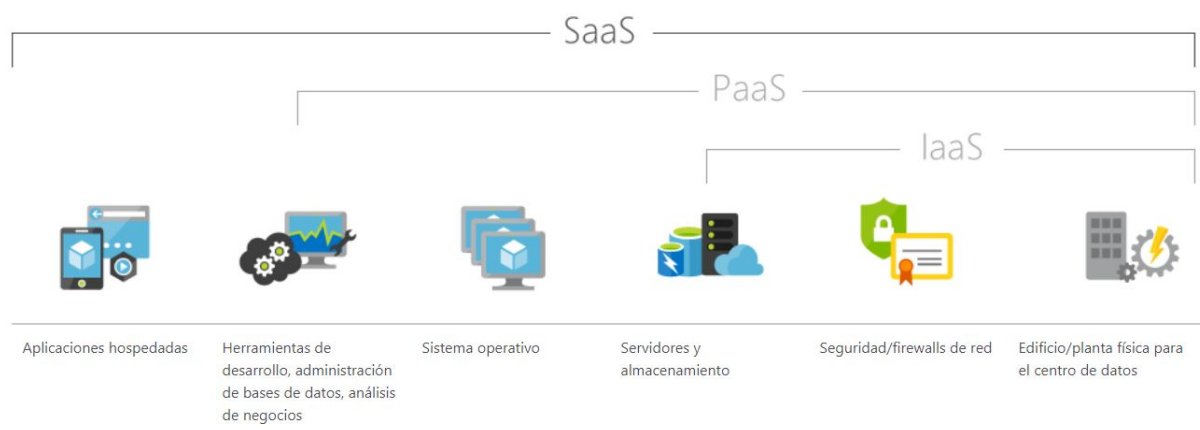
It is the same as the previous one only that this is done every 2 weeks

1.3 SaaS

Software as a service (SaaS) allows users to connect to cloud-based applications over the Internet and use them.

SaaS offers a comprehensive software solution that is acquired from a cloud service provider through a pay-per-use model.

All underlying infrastructure, middleware, software and application data are located in the provider's data center. The service provider manages the hardware and software and, with the appropriate service contract, will also guarantee the availability and security of the application and its data. SaaS allows an organization to get started and can run applications with a minimal initial cost.



Advantages

Get access to sophisticated applications. To offer SaaS applications to users, you do not need to buy, install, update or maintain any type of hardware, middleware or software. With SaaS, even sophisticated business applications, such as ERP and CRM, are available to organizations that do not have the resources to purchase, implement and manage the necessary infrastructure and software.

Pay only for what you use. It also saves money, because the SaaS service allows you to scale or reduce resources vertically depending on the level of use.

Use free client software. Users can run most SaaS applications directly from a web browser without downloading and installing any software, although some applications require add-ons. This means that you do not have to buy or install special software for your users.

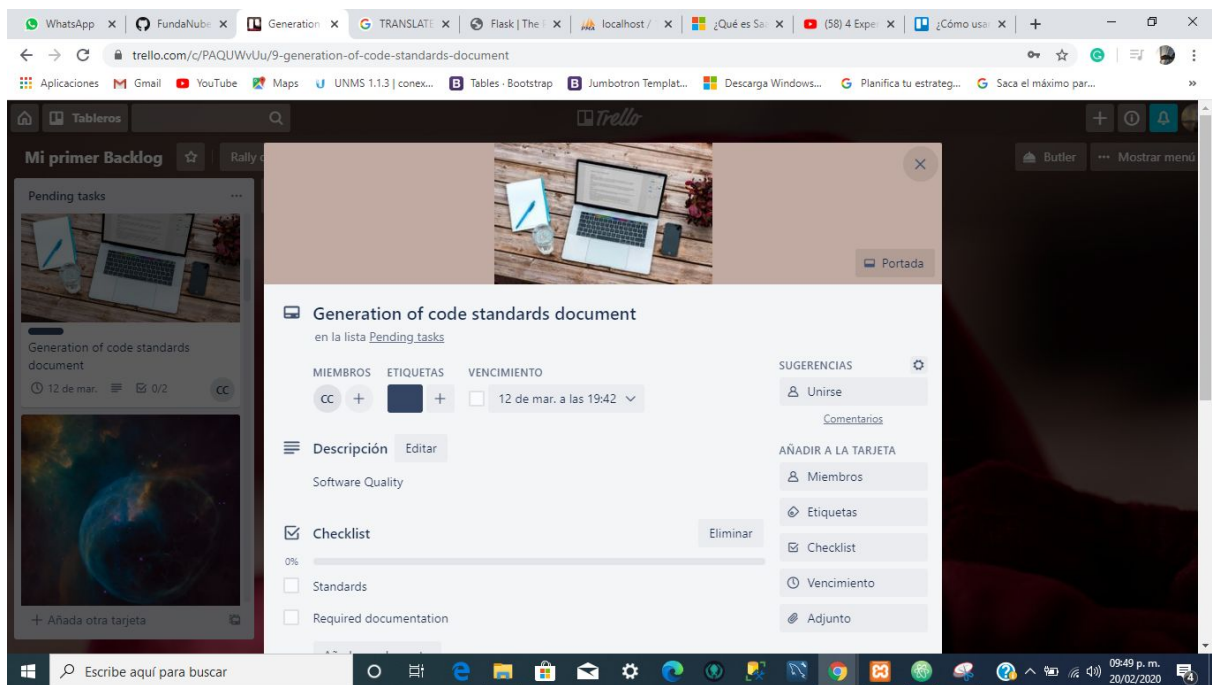
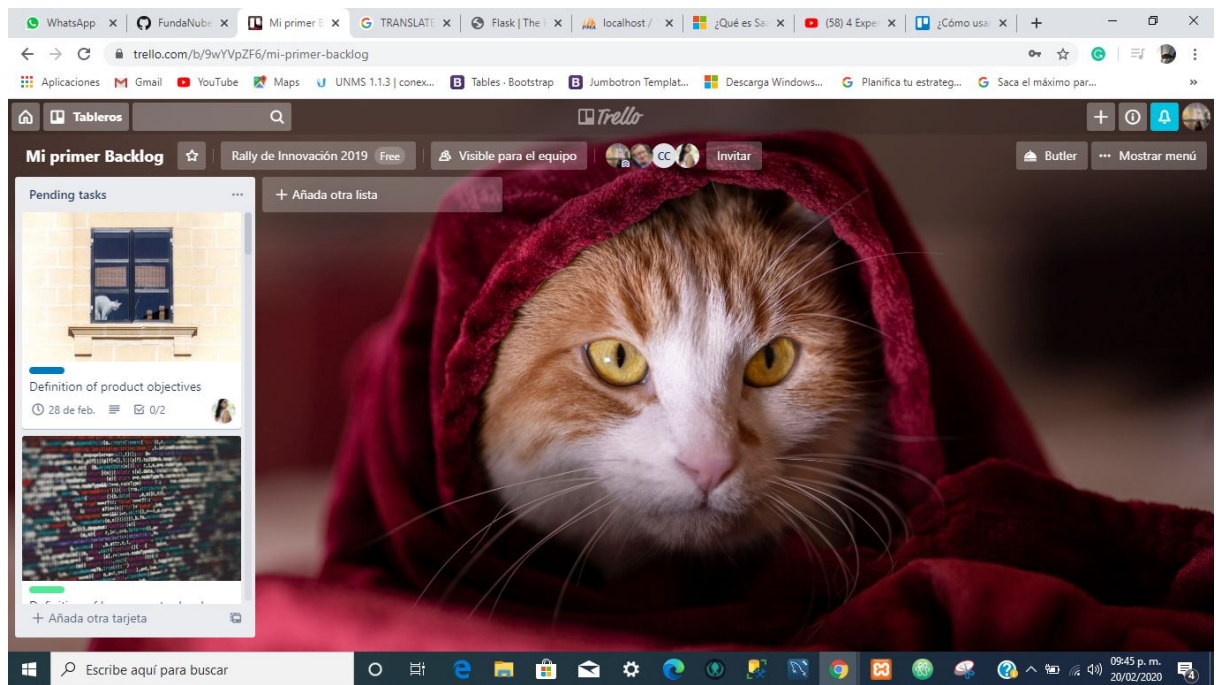
Get access to application data from anywhere. With data stored in the cloud, users can access their information from any computer or mobile device connected to the Internet. And, when application data is stored in the cloud, it is not lost if an error occurs on a user's computer or device.

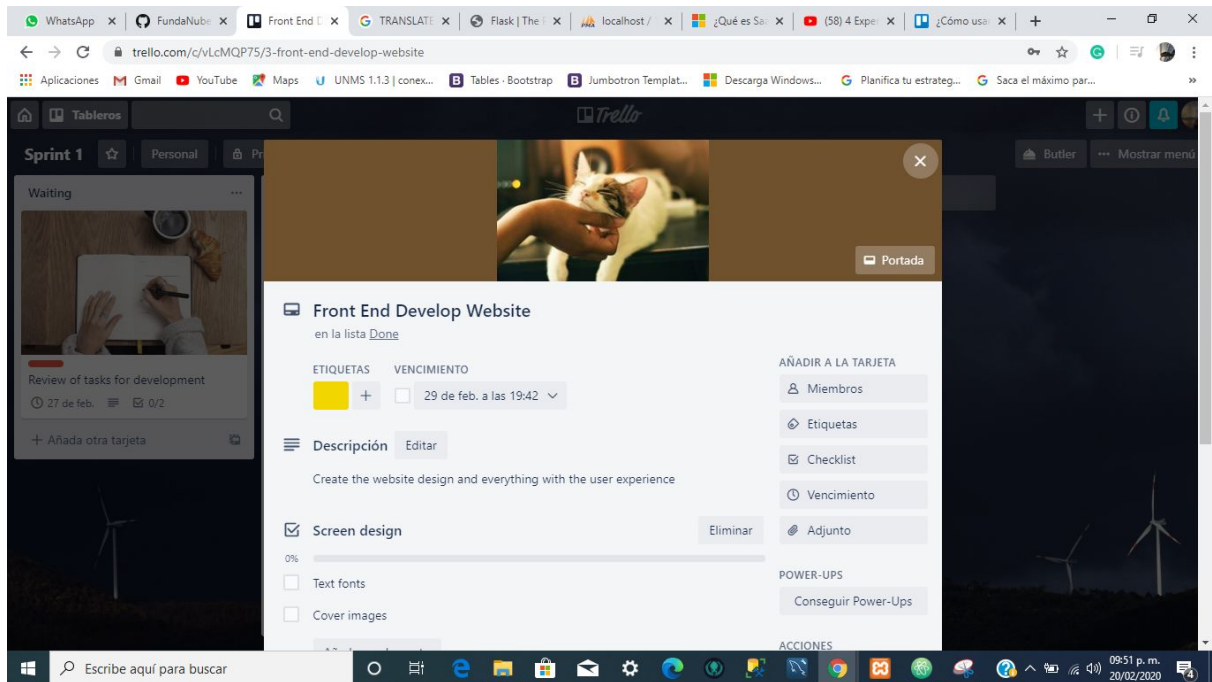
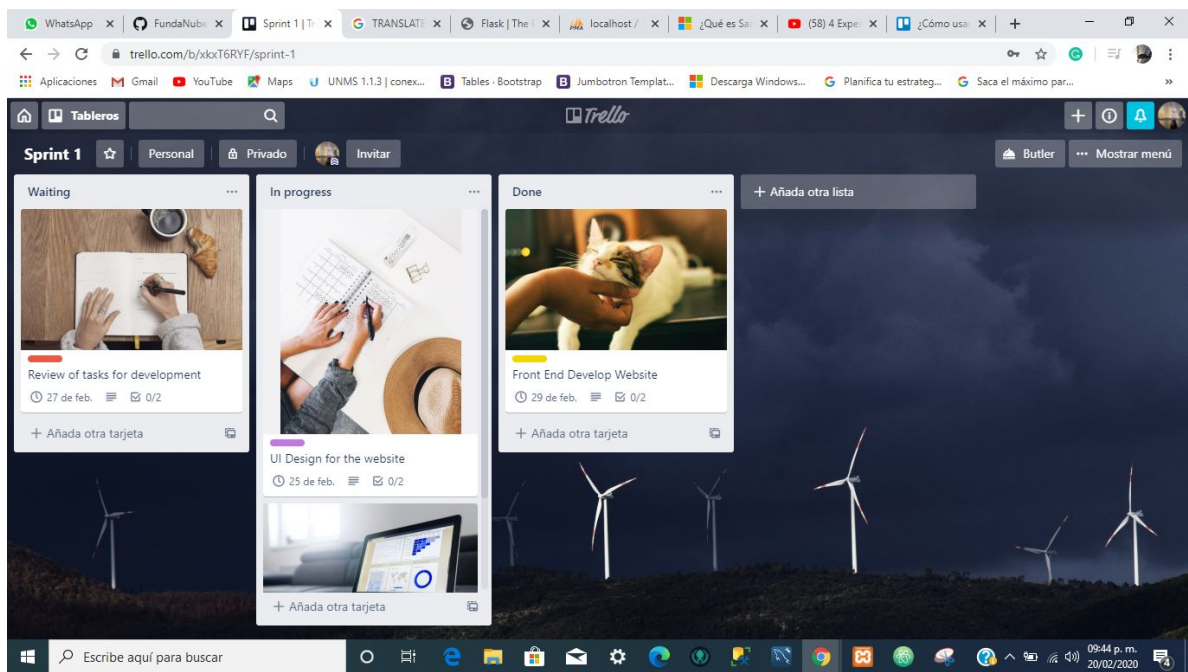
1.4 Trello

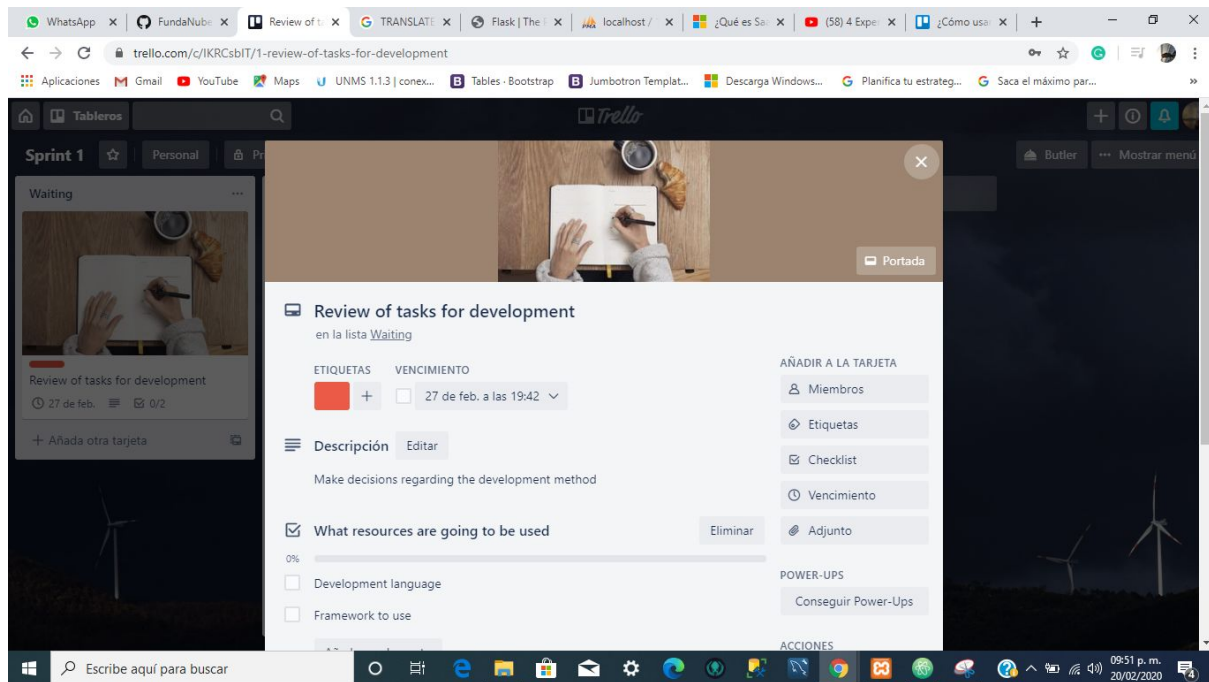
When using Trello, we can create what are work teams as well as it can be used for private personal use, in the matter of use with work equipment the first thing is to create a board and then create cards with pending tasks, in these, it is essential to add to the people to whom the corresponding tasks will be assigned so that a delivery date is added, a checklist of the ready tasks and labels which are depending on the area that corresponds.

When we finish entering the pending tasks we can create a Sprint in which we accommodate so (Wait, in Process, Finished), here we can move from our main board to each of the tasks on which we are working so that we organize them.









1.5 Tickets/FreshDesk

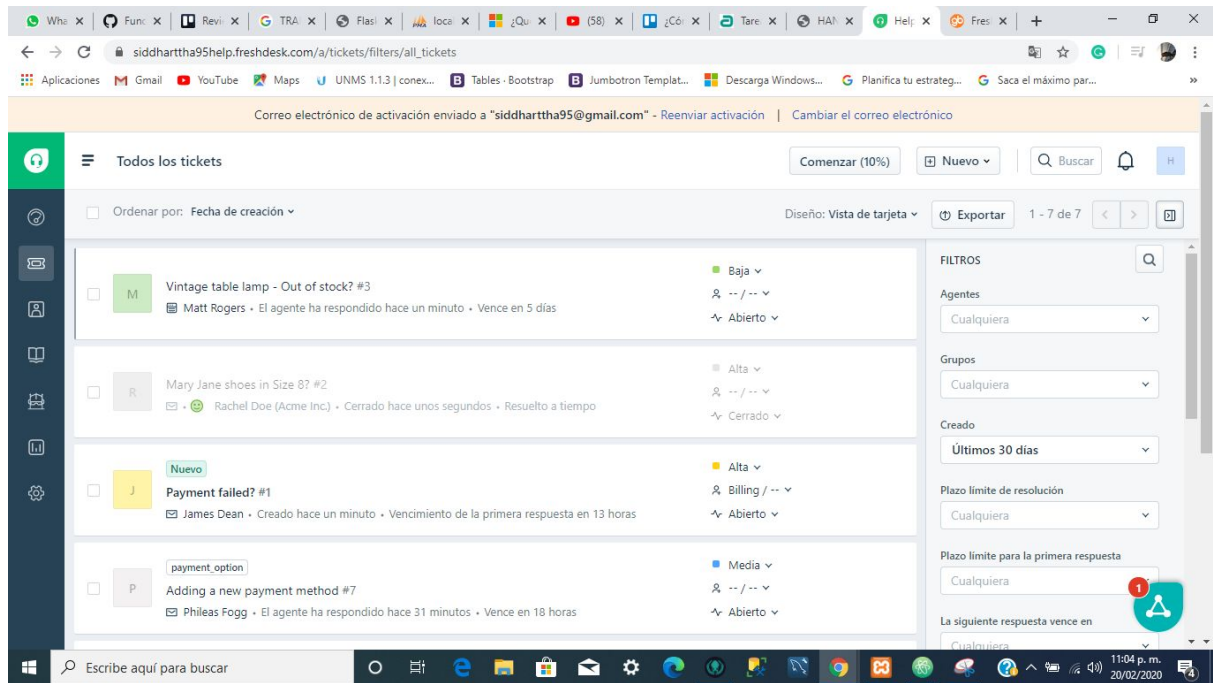
Regarding ticket management; deployment; prices; self-service module; communication channels; reports and reports and compliance.

In the first instance, the Freshdesk Ticket System starts in a single inbox that processes requests; and it is their agents who process and distribute the tickets in the correct instance.

The Attention and Support staff have the power to add notes and comments, and to personalize the notifications and requests at your expense; They also have pre-loaded answers to solve the most frequent incidents.

Freshdesk administrators set the SLA (Service Level Agreement) Policies to prioritize entries. They are also responsible for determining the follow-up time and resolution of the incident.

Which generates efficiency when repairing the damage.



1.6 Git

In this case, I use GitKraken to create the repository, in this I can clone repositories from GitHub, Bitbucket among others, in addition to that I can control versions of the code, that is if I make modifications and this kills my code I can go to my repository and check what lines modify and so I could find and correct my error much faster.

In this, the branch allows me to separate the code to solve a problem without affecting the rest, so the production code does not affect it when I finish testing it the one to master with a "merge", in case you want to upload it to the cloud I only make "commit" and "push" and these changes join the rest.

In this case, we will use the repository to make changes in the UI Design for the website.

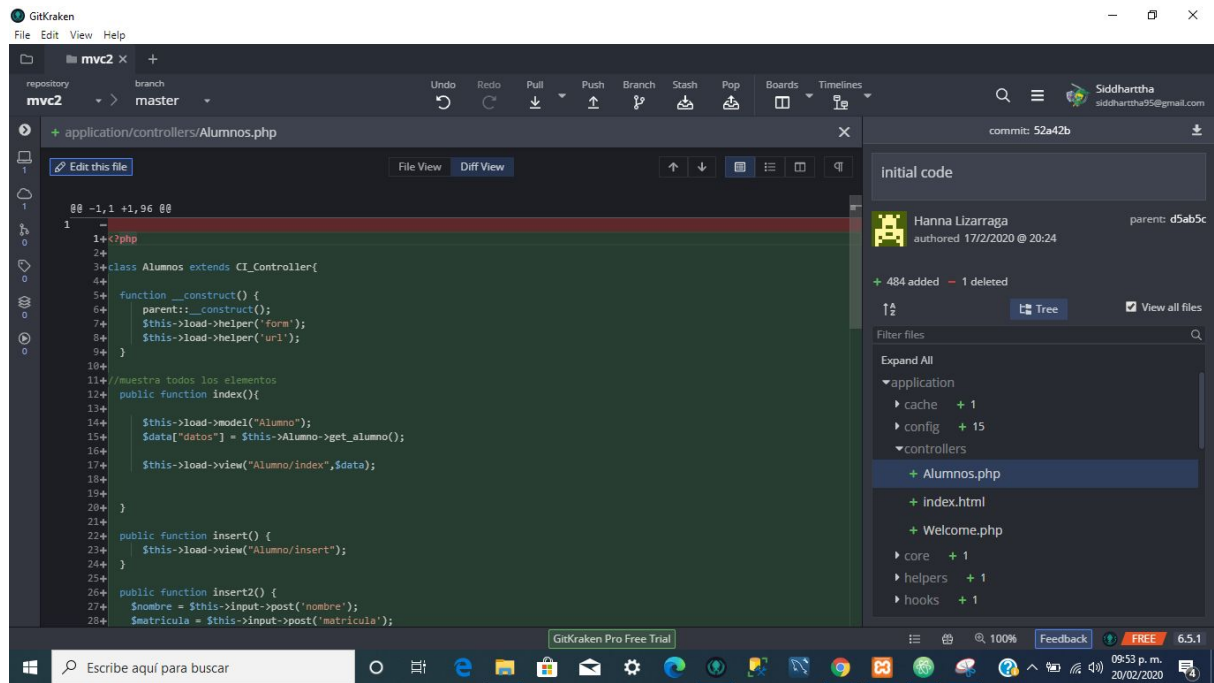
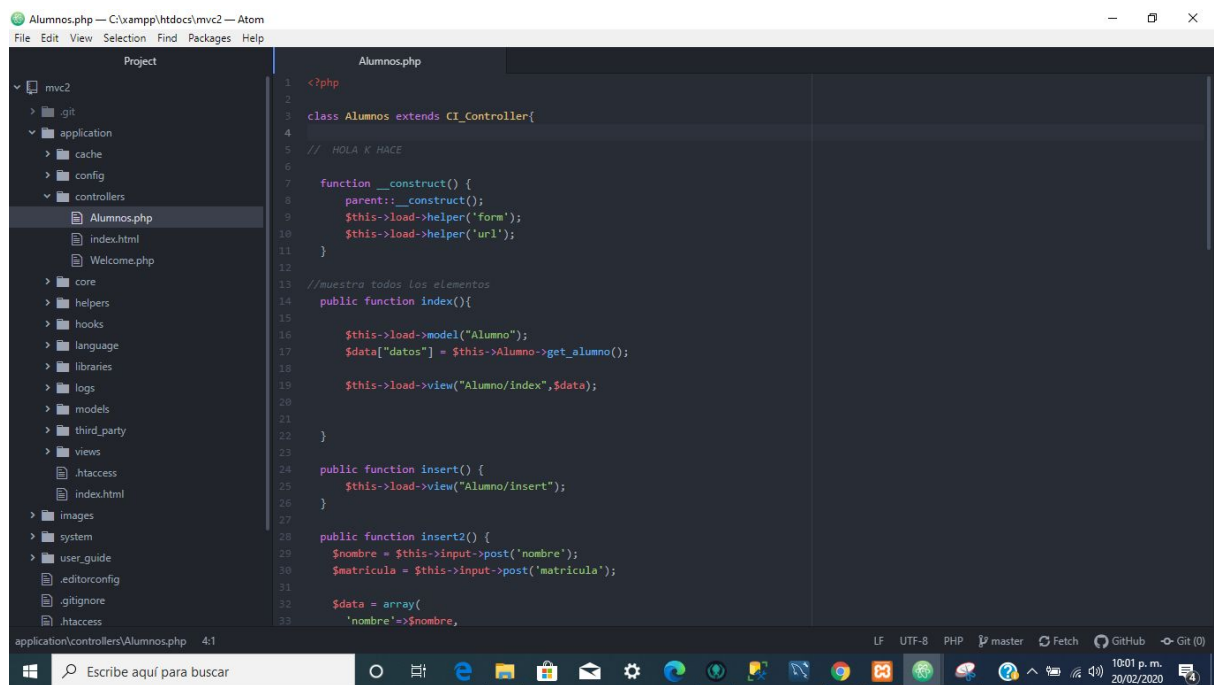


Image1 -Here we see that in the original code a phrase is added.



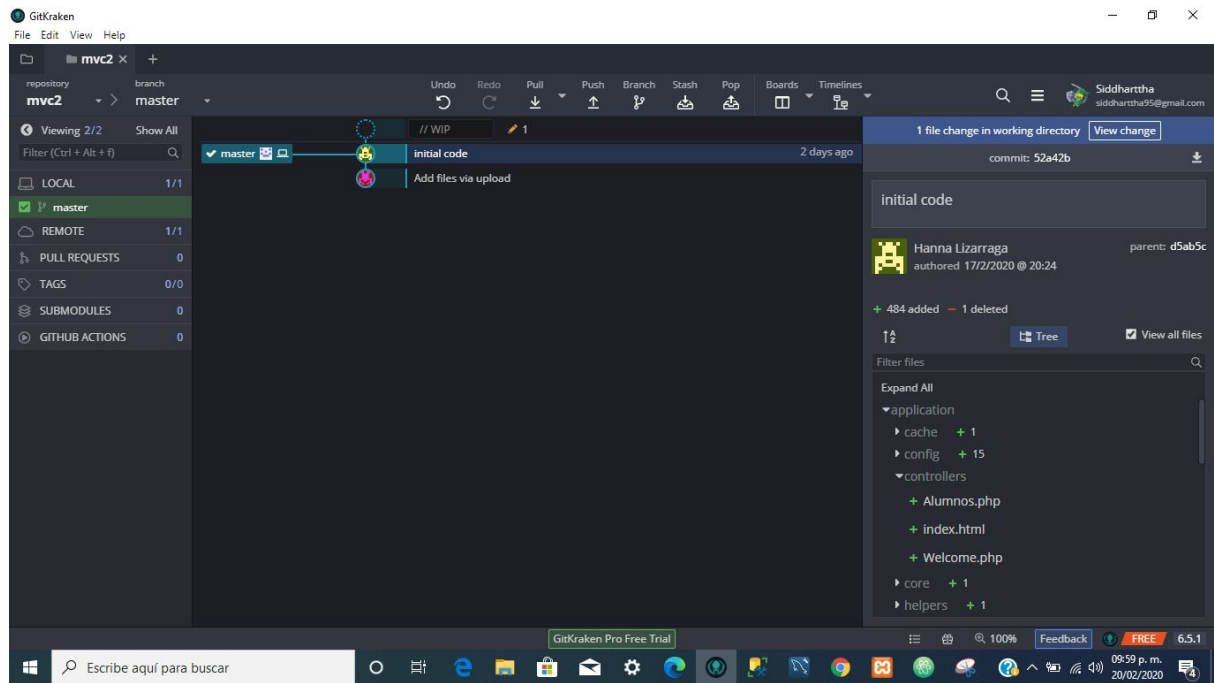


Image 3-When saving and going to our repository shows at the top of our repository that there is a new change

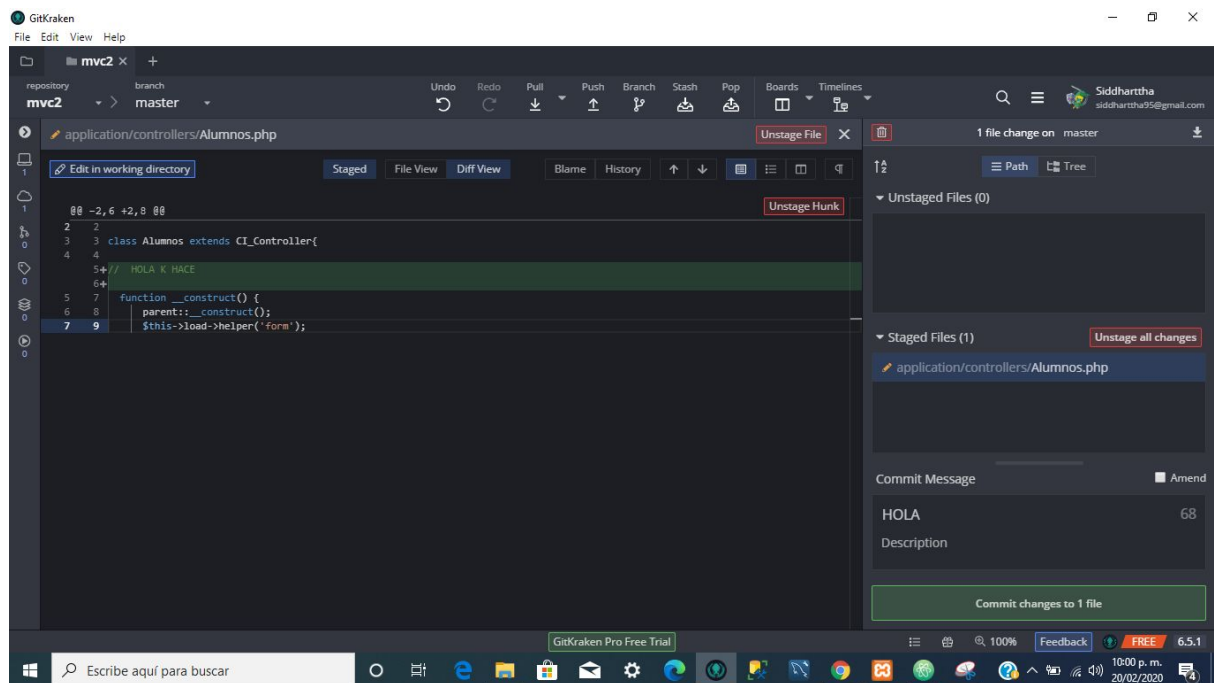


Image 4-Here the text we add to the original code appears in a green line.

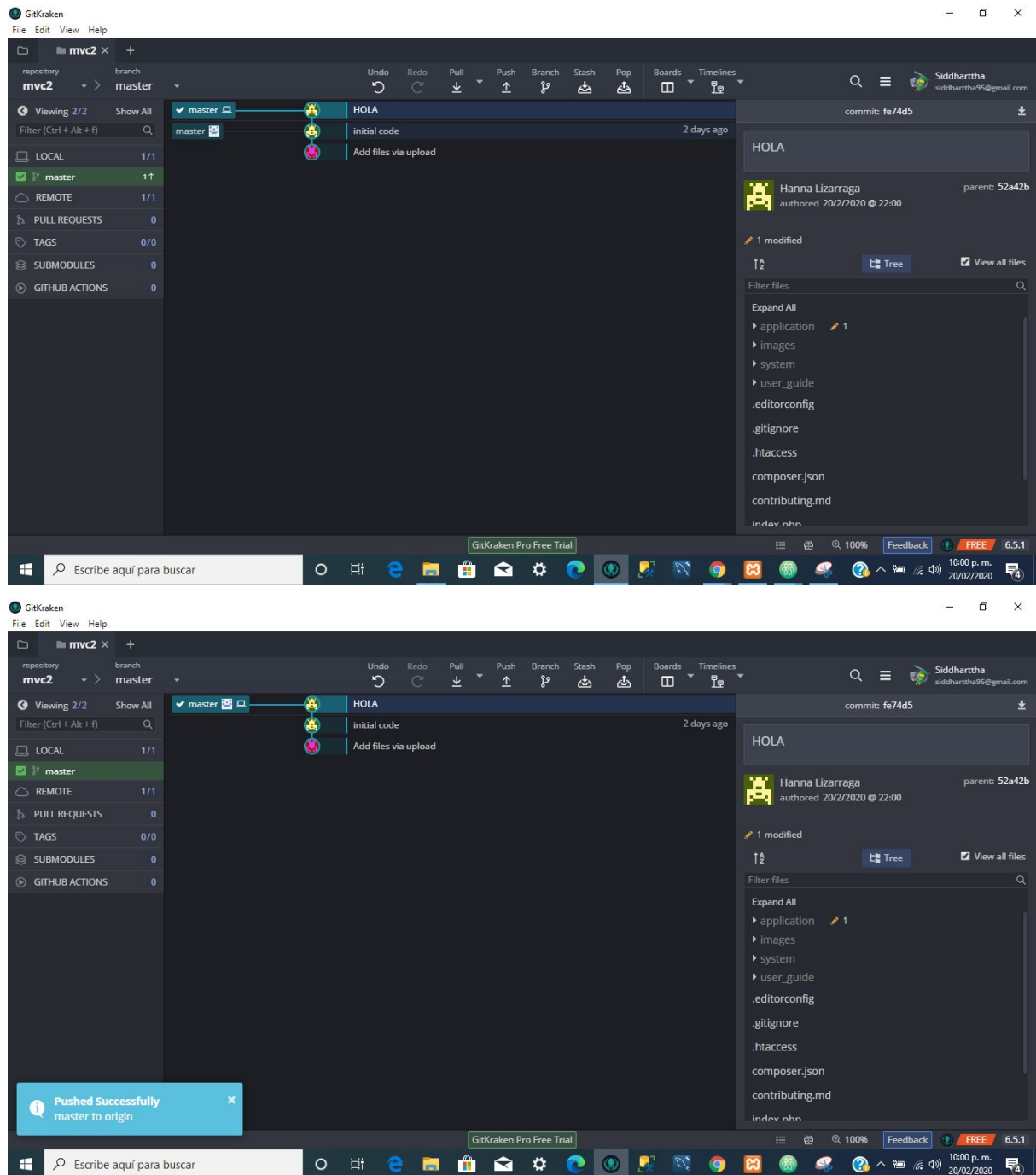


Image 6-The next step is to put a description before making "commit" and when committing and load and our change appears in "master" we "push" to upload it to the cloud.

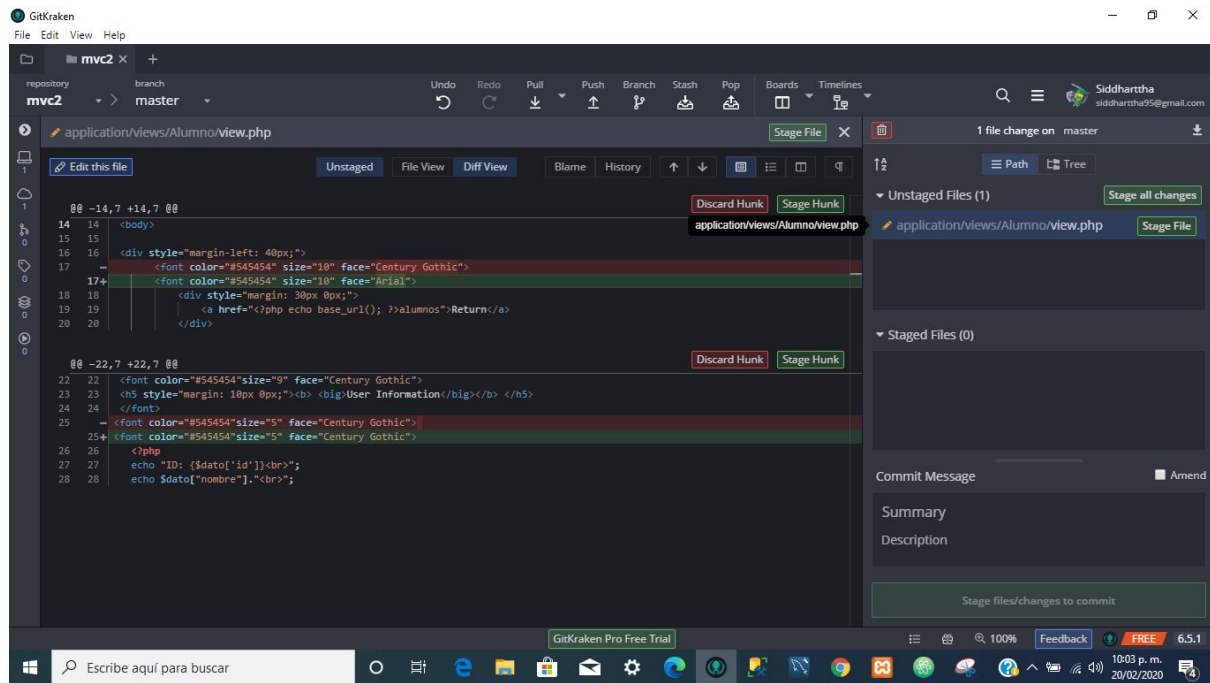
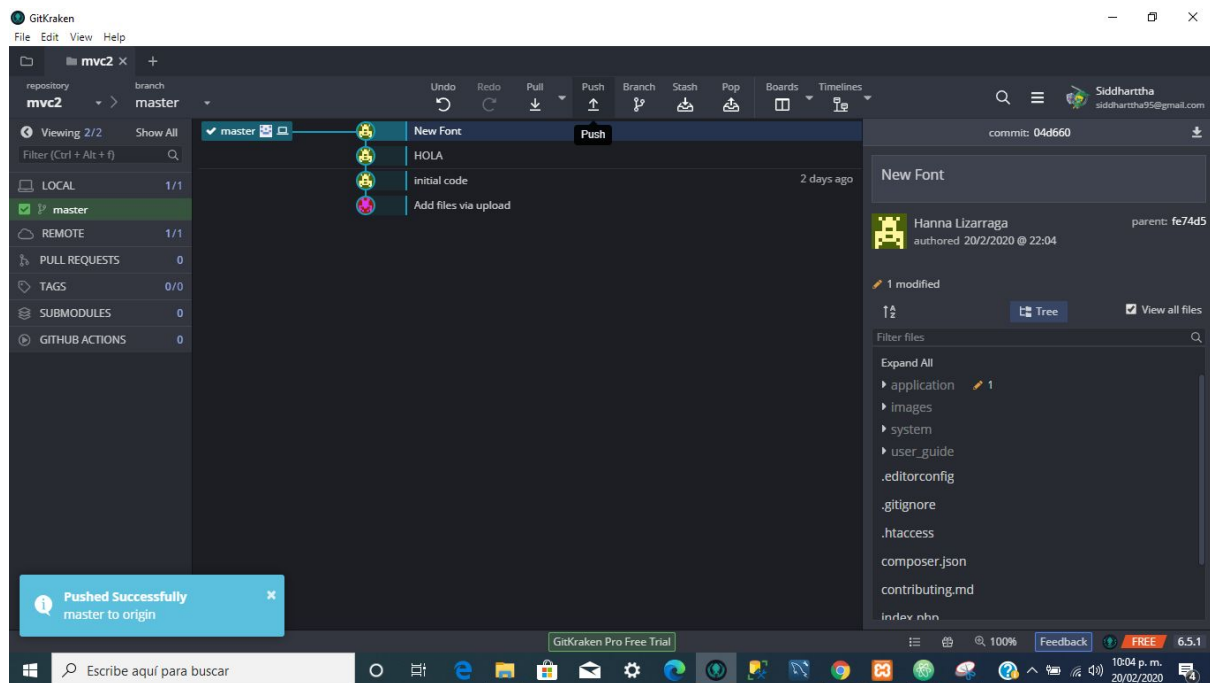
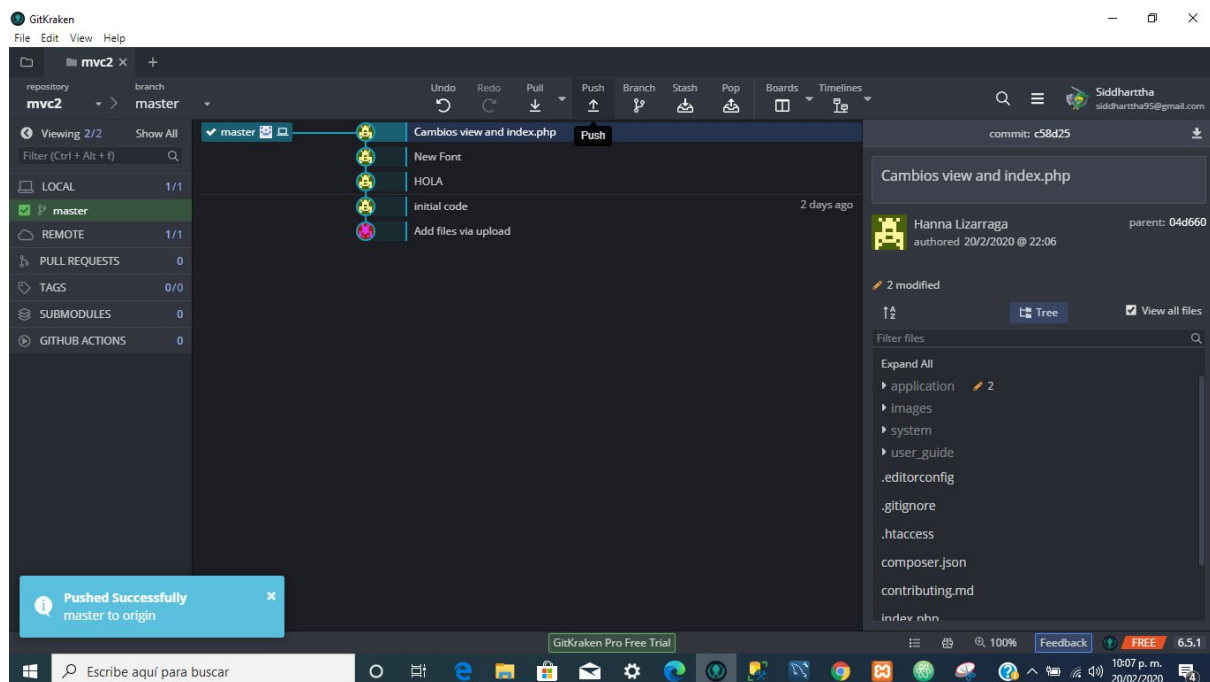
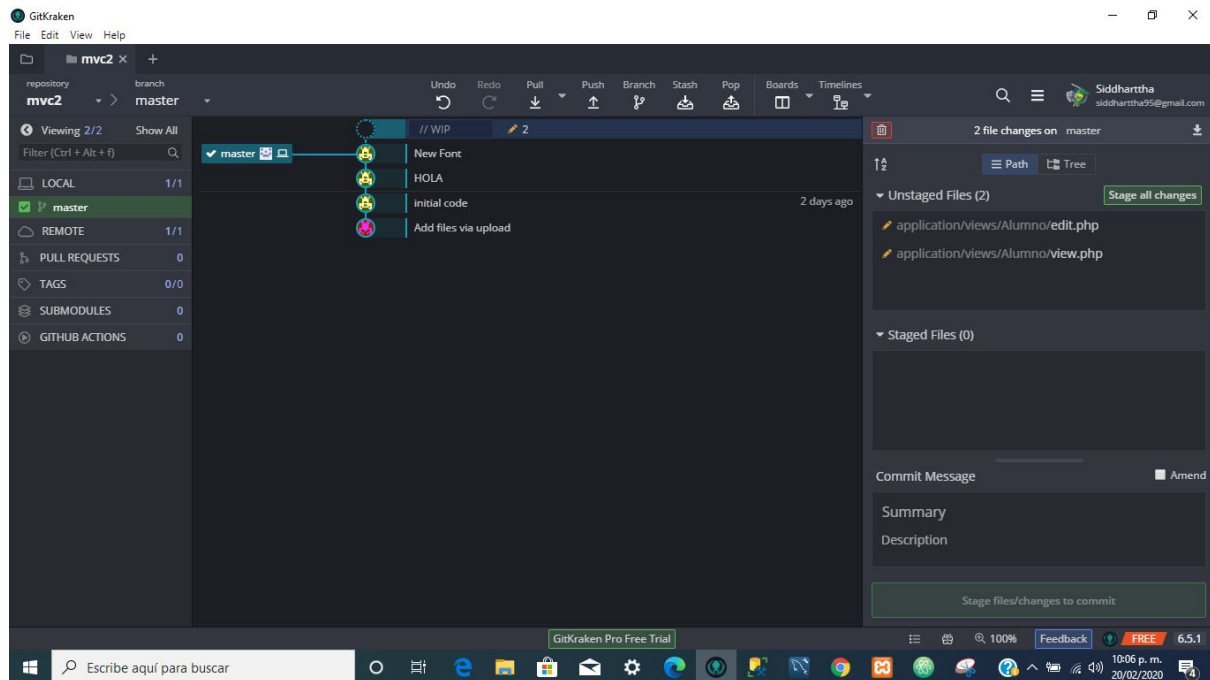


Image 7- The same steps I did with the following examples of my code in Html.





1.7 Conclusion

In conclusion, using a Scrum methodology to work on projects is essential for this to be successful, and with the same, learning how to use tools such as the tool to organize, plan and obtain results from the work team. There is also the use of Git to create and clone repositories which generates much more efficient when working and sharing code since being in the cloud is a safe

way to save our projects, as well as it is also easier to find errors and repair "bugs" when testing code.

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