* **PARTE I**

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| **1. Personal Background** |
| Below is a table in which you must complete the requested information. |

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| Student name | **Angel Coñuenao, Ignacio Ibañez, Carlos Valdes** |
| Rut | **21.294.804-7, 20560346-8** |
| student career | **Ingeniería en Informática** |
| Site | **Maipú** |

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| **2. APT Project Description** |
| In the description you should briefly indicate the name of your APT project and the competencies of the graduate profile that you are going to put into practice. If the areas of performance are defined in your degree, also mention which areas of performance the project is linked to. |

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| Project name | **GRS Project** |
| Area(s) of performance(s) | **Mobile Application Development, Databases, IT Project Management** |
| Skills | **-Manage IT projects, offering alternatives for decision-making in accordance with the organization's requirements.**  **-Build programs and routines of varying complexity to provide solutions to the organization's requirements, in accordance with market technologies and using good coding practices.**  **-Build data models to support the organization's requirements according to a defined and scalable design over time.**  **-Program queries or routines to manipulate information from a database according to the organization's requirements.**  **-Develop a software solution using techniques that allow systematizing the development and maintenance process, ensuring the achievement of objectives** |

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| **3. APT Project Foundation** |
| Below are various fields that you must complete with the requested information. This section seeks to describe your project in detail and justify its relevance and pertinence. |

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| Relevance of the APT project | *This project was selected due to a personal and widespread need to improve adherence to weekly routines. Many people, including myself, face difficulties in keeping track of their daily activities in an organized manner. With this in mind, the idea of ​​developing a mobile application that helps users efficiently manage and track their daily activities, providing reminders for them, arose.*  *The app is designed primarily for Chile's young population, particularly students in the Metropolitan Region of Santiago, who often have multiple academic and personal responsibilities. Initially, it will be launched as a test in this region to evaluate its functionality and impact. Once validated, it is planned to extend its use to other areas of the country.*  *This tool aims not only to improve users' daily productivity, but also to encourage better time management, which is essential in both the educational and professional fields. The ability to follow an organized routine positively influences academic and work performance, making this application a valuable resource for those who wish to optimize their daily lives.* |
| APT Project Description | *The main objective of this project is to develop a mobile application that allows users to organize, manage and track their weekly routines efficiently. The application will notify users before the start of each activity and provide them with a weekly summary of their performance. In this way, it seeks to improve time management and task completion in daily life.*  *Features:*   * ***User Registration and Authentication: Users will be able to create an account to access their routines in a personalized way.*** * ***Creating and Managing Routines: The application will allow users to create, modify or delete activities, assigning them specific time ranges.*** * ***Notifications: Users will receive notifications 15-20 minutes before the start of each activity, making it easier to prepare and remind them of their commitments.*** * ***Weekly Statistics: At the end of the week, a summary will be generated with statistics on the completion of the planned activities.***   *Technologies:*  ***Ionic: To create the hybrid mobile app, using a single code base for Android and iOS.***  ***Angular: As a frontend framework for creating dynamic and modern interfaces.***  ***TypeScript: The primary language for development, as Ionic and Angular are based on TypeScript.***  ***HTML/CSS: For the design and structure of the user interface, ensuring an intuitive and pleasant experience.*** |
| Relevance of the project to the graduate profile | * ***Managing IT projects, offering alternatives for decision-making in accordance with the organization's requirements: This skill is essential, since the project must be managed efficiently within the 10-week time frame. Through time and resource management and the use of agile methodologies, it will be ensured that deliveries are made as planned, ensuring that the project objectives are met.*** * ***Build programs and routines of varying complexity to solve organizational requirements, in accordance with market technologies and using good coding practices: The development of the application involves the implementation of functionalities such as the creation and management of routines, notifications, and the visualization of weekly statistics. This competency ensures that these functionalities are developed following coding standards and using current technologies such as Ionic and Angular.*** * ***Build Data Models to support the organization's requirements according to a defined and scalable design over time: The project needs an efficient storage system that allows users to manage their routines and consult statistical data. To do this, it is necessary to design a scalable data model, allowing the application to support a greater number of users and data as it grows.*** * ***Programming queries or routines to manipulate information from a database according to the organization's requirements: Data manipulation is key in the application, from creating and editing routines to consulting weekly statistics. This skill is crucial to ensure that routines and statistics are stored and managed efficiently in the database.*** * ***Develop a software solution using techniques that allow the development and maintenance process to be systematized, ensuring the achievement of objectives: Systematizing the development and maintenance of the application is necessary to ensure that the project not only meets the initial objectives, but is also easy to maintain and improve in the future, which is essential to ensure its continuity.*** |
| Relationship with professional interests | We consider that the project is fully related to our professional interests, having as main areas of performance the development of software, Database and IT Project Management. These are directly reflected in the APT Project, since it involves the design, development, and deployment of an app that helps people manage their daily routines efficiently. In addition, its development includes planning and management through an agile methodology, which is key to my interests to improve my skills in project management.  By creating the mobile application we will gain some experience developing a real project, consolidating the knowledge acquired in the course. Positively impacting our professional development, generating a solution to a real-world problem. |
| Feasibility of APT Project Development | **Duration of the semester:**   * We will have enough time to develop the project since it would be like 16 or 18 weeks and it would be an optimal time.   **Hours assigned to the subject:**   * Since we are only going to have one subject, this will allow us to optimally develop the project.   **Materials required:**   * The materials needed would be to have a computer to be able to develop the software and to have mobile devices to carry out the tests.   **External factors that facilitate its development:**   * access to technologies, access to documentation, tutorial videos, guides, etc.     **External factors that hinder its development and how you could solve it:**   * having technical problems when developing the implementation, it may be that a team member does not have access to the internet or does not have the required materials, that would be a very big risk since it would harm us with the already established time of the project. |
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* **PARTE II**

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| **4. Objectives** |
| In this section you must define the general and specific objectives of the APT Project. It is important to clarify that the objectives must be stated clearly, concisely and without giving further explanations, that is, they must be understood by themselves. It is suggested to write them using a verb in the infinitive, since this requires specifying specific actions. |

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| General objective | *Our primary goal as a team is to rigorously meet project deadlines and deliverables. We will focus on effectively coordinating the different phases of the project to ensure that each stage is completed on time. Punctuality in deliveries is essential to the success of the project, and we are committed to maintaining efficient management of time and resources to meet the requested times for each delivery.* |
| Specific objectives | *Mobile App Functionality: The application will be fully functional, offering a smooth and error-free user experience.*  *Design and Interface: We will focus on providing an attractive design and an intuitive interface, ensuring that the user enjoys a visually pleasing and easy-to-use experience.*  *Security: We will implement robust measures to protect user data and privacy, ensuring that the application is safe and reliable.*  *Software Friendliness: The software will be designed to be accessible and easy to use, encouraging natural and efficient interaction with users.* |

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| **5. Methodology** |
| In the following section you must describe the methodology, specific to your discipline, that you will use to solve the APT project described above, including the stages and work methods. |

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| Description of the Methodology |
| *In this project, we will adopt the agile Scrum methodology to ensure iterative, flexible and efficient development. The work structure will be organized in sprints, which will last 1 to 2 weeks, depending on the complexity and extent of the tasks or functionalities to be developed. Each sprint will focus on the delivery of a specific module, which will allow us to divide the project into clear and manageable deliverables.*  *During each sprint, we will conduct ongoing reviews to assess the progress of the work and ensure that the functionalities developed meet the established requirements. Priority will be given to the development of critical functionalities, addressing first the tasks with the greatest impact on the success of the project. This strategy will allow the team to maintain a clear and efficient focus, maximizing the quality and value of each delivery.*  *At the end of each sprint, we will conduct a retrospective to review the team's performance, analyze the results obtained, and identify areas for improvement. This evaluation will allow us to adjust the development process as necessary, fostering a culture of continuous improvement and adaptability.*  *Implementing Scrum will not only allow us to maintain tight control over the progress of the project, but will also facilitate close collaboration between team members and with stakeholders. In this way, we ensure that the final product not only meets the initial requirements, but also adjusts to the changing needs of the business and users.* |
| *Ángel Coñuenao: Responsible for mobile development and application design. He will be responsible for implementing and optimizing mobile functionalities, as well as ensuring that the user interface is intuitive and attractive.*  *Ignacio Ibañez: Responsible for the database, data modeling, and technical support. He will be responsible for designing the database structure, ensuring the integrity and efficiency of information management, and providing technical assistance on data-related issues.*  *Carlos Valdés: Project Manager, responsible for ensuring that the team works in a coordinated and efficient manner, and that the established delivery deadlines are met. In addition, he will supervise the quality of the project, provide support to the team and ensure that the project objectives are achieved effectively.* |

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| **6. Evidence** |
| Next, describe what evidence will be assessed in the progress report and the final report of your APT project. This evidence must be agreed upon with your teacher. Evidence will be understood as the products developed during the project and whose purpose is to make visible or document how the work has been implemented. |

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| **Type of evidence**  **(fast forward to the end)** | **Name of the evidence** | **Description** | **Justification** |
| Design or sketch of the application interface | Sketch | We will show how the user interface of the Mobile app will look like |  |
| Functional progress of the project | Functional progress | We will show a functional preview of the project |  |
| Final functional app | Functional Mobile App | Functional app with all the features built in |  |
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| **7. Work Plan** |
| In the following table, define the planning of your APT Project according to what is required. |

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| **APT Project Work Plan** | | | | | | | |
| Competence or units of competence | | Name of Activities/Tasks | Description Activities/Tasks | Resources | Duration of the activity | Responsible | |
| Phase 1 | | | | | | | |
| *project planning* | *Project Description* | | *A brief summary of the project will be described with its relevance, specific and general objectives, methodology to be used* | *internet, computer* | *2 weeks* | |  |
| *project planning* | *project planning* | | *the activities that will be carried out during the semester will be planned* | *computer* | *2 weeks* | |  |
| *Phase 2* | | | | | | | |
| *User Interface Design* | *Functional prototype design* | | *A visual and functional prototype will be created to simulate the user experience using design tools (Figma)* | *computer, design tools,* | *1 week* | |  |
| *Backend development*  *Database administration* | *Backend development* | | *-The development environment will be configured*  *- The software architecture will be carried out*  *The database will be created* | *Computer, internet, firebase, staruml* | *3 weeks* | |  |
| Integration of information technologies | *Frontend development* | | *The login form will be developed and designed and all the app interfaces will also be developed.* | *Documentation or tutorials (ionic, angular bootstrap),*  *code editor (visual studio)* | *3 weeks* | |  |
| integration of information technologies | *System integration* | | *Backend and frontend components are combined to ensure that the mobile application works properly.* | *development environment tools* | *2 weeks* | |  |
| Software Quality Assurance | *Testing and Adjustments* | | *Extensive testing will be performed to verify that the application's functionalities work correctly.* | *testing tools* | *3 weeks* | |  |
| Software Quality Assurance | *Continuous monitoring* | | *Weekly monitoring of the entire phase 2 will be carried out to verify that everything is in order.* | *Trello (to better manage activities)* | *Week 5-15* | |  |
| *Phase 3* | | | | | | | |
| *quality control* | *Final review* | | *A review of the project is carried out to verify that the objectives have been met.* |  | *2 weeks* | |  |
| *Project closure and evaluation* | *project closure* | | *The final project is shown, documenting the lessons learned* |  | *1 week* | |  |

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| **8. Gantt Chart** | | | | | | | | | | | | | | | | |  |  |  |
| Find a Gantt Chart format that suits you and organize the activities planned in the previous point in it, considering the period assigned for the development of your APT Project. You must maintain the temporality of the academic period in the development of the three phases contemplated by the Degree Portfolio Subject. | | | | | | | | | | | | | | | | |  |  |  |
|  | **S 1** | **S 2** | **S 3** | **S 4** | **S 5** | **S 6** | **S 7** | **S 8** | **S 9** | **S 10** | **S 11** | **S 12** | **S 13** | **S 14** | **S 15** | **S 16** | **S 17** | | **S 18** |
| Project Description | **X** | **X** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |
| project planning |  |  | **X** | **X** |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |
| Functional prototype design |  |  |  |  | **X** |  |  |  |  |  |  |  |  |  |  |  |  | |  |
| Backend development |  |  |  |  |  | **X** | **X** | **X** |  |  |  |  |  |  |  |  |  | |  |
| Frontend development |  |  |  |  |  |  |  |  | **X** | **X** | **X** |  |  |  |  |  |  | |  |
| System integration |  |  |  |  |  |  |  |  |  |  | **X** | **X** |  |  |  |  |  | |  |
| Testing and Adjustments |  |  |  |  |  |  |  |  |  |  |  |  | **X** | **X** | **X** |  |  | |  |
| Continuous monitoring |  |  |  |  | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |  |  | |  |
| *Final review* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **X** | **X** | |  |
| *Project closure* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | **X** |