**RULES OF THE EXPERIMENT**

1. The study will begin by detailing the content of the gamification tools, where the material within the application and the instructions that the subject must carry out are explained.
2. During the study, communication between subjects will not be allowed.
3. Any questions should be consulted with the person in charge of the study.
4. Instructions can only be carried out when requested by the person in charge of the study.
5. Once all the subjects have understood the instructions to create the application, the start time is recorded and they can begin to develop the assigned tasks.
6. The learning tasks must be carried out in the order detailed in the manual previously delivered.
7. Each time a subject completes a task, they must indicate it to the person in charge for its registration in the rubric.
8. Once the estimated time of the study is over, the subjects must upload their code changes to their respective branch of the GitHub repository and evidence the deployment of the application.