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| **1. APT Project Final Report** |
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| The objective of this report is for you to describe the most relevant aspects of your APT Project. It is important that you justify the decisions you had to make throughout the process.  Below you will find different fields that you must complete with the requested information, which will summarize your APT project and its main results. |

| Project name | *Probuilder* |
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| Area(s) of performance(s) | *IT analysis and solutions.*  *Development of mobile software.* |
| Competencies | * *Build a data model according to the entities' requirements* * *Schedule queries to obtain information from a database according to requirements* * *Design the functional logical model in order to provide solutions to the client's requirements* |

| **Contents of the final report** | |
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| 1. Relevance of the APT project | * *In order to avoid possible frauds that occur when carrying out a construction; This topic is relevant since we are going to take requirements, perform an analysis and also develop mobile software to provide a solution.* * *The situation we are going to address is located in the country of Chile, mainly in the lake region; the main characteristics of this place are that it is a fishing sector and is mainly composed of islands.* * *It would mainly affect entities that are dedicated to searching for teachers or contractors.* * *Our contribution would be the opportunity to provide jobs, prevent fraud and also provide advertising space for SMEs.* |
| 2. Objectives | ***General Objectives:***   * *Let it be a real APP, 100% functional and solid so that it can be successful in the market in the future.* * *In the long term, we hope to be able to generalize the APP even more and provide more services nationwide.* * *To reduce the number of frauds related to the construction area.* * *Being able to provide advertising space to lesser-known SMEs.*   ***Specific Objectives***   * *To be able to have our application available for download on our website* * *Have a total of 10 Teachers enrolled by the end date of the project.* * *Have more than 30 downloads from our website.* * *Have more than 10 Clients enrolled in our application until the final date of the project.* |
| 3. Methodology | *As a team, we chose the agile methodology because it helps with continuous improvement and emphasizes team collaboration. In addition to dividing the project into different phases, it is extremely important for us to have an efficient order and guarantee more solid results when completing our project.*  *Our work team consists of 3 people whose roles will be defined as follows:*   * *Marcelo Montecino: Product Owner, Development.* * *Matias Estay: Scrum Master, Development.* * *Paula Velásquez: Tester/QA, Development.*   *The stages that we will define in the project will be the following:*   1. ***Initial Planning:***  * ***Aim:****Define the project vision and key requirements.* * ***Activities:*** * ***Product Backlog Definition:****Marcelo Montecino, in his role as Product Owner, will identify and prioritize the software features and functionalities that need to be developed.* * ***Assignment of Responsibilities:****Establish initial tasks and assign them according to the defined roles.*  1. ***Software development***  * ***Aim:****Develop software in short work cycles (Sprints), delivering functional product increments at the end of each Sprint.* * ***Activities:*** * ***Sprint Planning:****Matias Estay, as Scrum Master, will organize planning meetings to select the backlog items to be addressed in each Sprint.* * ***Software Development:****Marcelo Montecino and Matias Estay will work on developing the selected functionalities.* * ***Quality control:****Paula Velásquez will be responsible for performing quality testing and ensuring that each increment meets acceptance criteria.*  1. ***Review and Continuous Improvement***  * ***Aim:****Review the work done and make adjustments to improve in each iteration.* * ***Activities:*** * ***Sprint Review:****At the end of each Sprint, the team will review the completed work, receive feedback, and adjust as necessary.* * ***Sprint Retrospective:****The team will analyze what worked well and what can be improved to optimize performance in future Sprints.*  1. ***Final Delivery and Deployment***  * ***Aim:****Prepare and carry out the final delivery of the software to clients or stakeholders.* * ***Activities:*** * ***Preparing the Environment:****Matias Estay, in collaboration with the team, will ensure that the production environment is ready for deployment.* * ***Product Delivery:****A final presentation of the software will be made, ensuring that it meets the established requirements and expectations.*  1. ***Maintenance and Support***  * ***Aim:****Ensure proper functioning of post-delivery software and make continuous improvements.* * ***Activities:*** * ***Technical Support:****The team will provide support to resolve any issues.* * ***Updates and improvements:****Future updates will be planned and implemented based on user feedback.*   ***Working Methods***   * ***Daily Scrum Meetings:****Matias Estay will organize daily meetings to review progress, identify impediments and adjust the work plan.* * ***Quality Control (QA):****Paula Velásquez will carry out rigorous testing to ensure that the software meets the defined quality standards.*   ***Continuous Communication:****The team will maintain constant and open communication to ensure the alignment of all members with the project objectives.* |
| 4. Development | *The factors that facilitated the project the most were the cooperation of the team members and the rapid identification of technical problems, allowing them to be resolved without further delay. However, the biggest challenge was creating a prototype in Figma, since none of the team members had used this tool before. This slowed down the initial development of the interface and the structure of the screen, as well as showing difficulties with the frontend, which was the first time our team was using Firebase.*  *Actions taken:*  *To overcome Figma’s challenges, we allocated extra time to train team members on how to use the tool and streamlined workflows by implementing dedicated guides and tutorials. We also simplified some aspects of the initial prototype so we could move faster and then make iterative improvements.* |
| 5. Evidence | *The main evidence that we will present in this report are:*   * ***Technical documentation of the system:****includes flowcharts and architecture.* * ***Functional prototype:****A video of the prototype operating under test conditions is attached.* * ***Application****: Application (not in its final phase)* |
| 6. Professional interests and projections | ***Reflection on thecontribution from the APT Project.***  *Our work on the APT Project gave us the opportunity to apply the knowledge we have learned over these four years to real-world situations, which not only deepened our professional interests but also strengthened teamwork. During the course of the project, we identified the areas of development that we enjoyed and where each team member feels most competent.*  ***Employment Projections from the APT Project***  *As a team, we are interested in exploring all areas of computing, wanting and seeking to be better professionals, capable of handling every job opportunity that comes our way.*  *We project ourselves working in a collaborative environment and always seeking innovation.* |
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