

ProjectX-PROJECT CHARTER

GENERAL PROJECT INFORMATION

PROJECT NAME	PROJECT MANAGER	PROJECT SPONSOR
ProjectX - Student Marketplace for Academic and Research Projects	Aimen Munawar	NUST - Software Project Management (SPM) Course

EMAIL	PHONE	ORGANIZATIONAL UNIT(S)
amunawar.bese22seecs@seecs.edu.pk	-	Department of Software Engineering, School of Electrical Engineering and Computer Science, NUST

GREEN BELTS ASSIGNED	EXPECTED START DATE	EXPECTED COMPLETION DATE
Aimen Munawar (Project Manager & Backend Developer)	06/04/2025	26/05/2025
Maheen Akhtar Khan (Backend Developer)		
Hadia Ali (Frontend Developer)		
Aima Sibtain (Frontend Developer)		
Hasnain Ali (QA Tester)		
Sarmad Majeed Abbasi (UI/UX Designer)		

BLACK BELTS ASSIGNED	EXPECTED SAVINGS	ESTIMATED COSTS
Mam Ayesha Maqbool (Instructor, Mentor)	N/A (Academic Project)	Rs. 507,000 to Rs.521,100

PROJECT OVERVIEW

PROBLEM OR ISSUE	Most of the academic, engineering, software, and research-related projects done by students are not used after their submission. They are mostly already promising projects, but are still not visible to others who can find them useful. Students often fail to find reference materials or ready-made solutions and well-documented projects for their use. It becomes important to create an online platform where students can publish their projects, sell those actually developed by them, and expand their knowledge base by learning through other people's projects.
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PURPOSE OF PROJECT	ProjectX aims to create a niche open marketplace for students to sell their academic and technical projects so that valuable work will not be wasted but instead used for academic and professional growth. Buyers can explore, search, and buy projects via structured listings and filtering options, which make finding relevant resources easier.
BUSINESS CASE	ProjectX fills the gap in the student market by offering a centralized platform for academic project exchange. Unlike general freelance or e-commerce platforms, ProjectX focuses specifically on academic and technical projects, making it an ideal space for students to find relevant resources and sell their work. By leveraging features like project categorization and multimedia resources, ProjectX provides a streamlined experience for both buyers and sellers.
GOALS / METRICS	The primary goal of ProjectX is to build a platform that will help students sell and buy their academic projects and make it easier for students to do so. The key performance indicators (KPIs) for the platform include user engagement levels, the number of projects posted and sold, transaction rates as a percentage of successful transactions, and overall satisfaction across the user base.
EXPECTED DELIVERABLES	ProjectX will provide secure user authentication for sign-up, log-in, and profile management. The project will feature organized displays with searching and filter options for easy navigation. The platform will also allow for a shopping cart and payment processing so that a user can easily transact through the project. The user can track his/her order and see what status it is in. For submissions of the contact form and newsletter, automated email notifications will be sent. Furthermore, users will have access to multimedia resources such as guides and tutorials. The admin panel places at the administrators' disposal easy project listing management, order tracking and management, and analytical reporting such as total revenue, number of orders, and units sold.

PROJECT SCOPE

WITHIN SCOPE	The project will provide an online platform for the students to sell technical projects and for the users to buy these projects. The features that will be implemented are user authentication, project listings with categorization, search and filtering options, order tracking, automated notification and an admin panel for managing the projects. There will also be educational resources such as tutorials and guides.
OUTSIDE OF SCOPE	ProjectX will not offer any freelancing services. There will be no physical shipment support. It will not validate the originality of the projects and does not include plagiarism detection tools. There is no transaction method.

TENTATIVE SCHEDULE

KEY MILESTONE	START	FINISH
Form Project Team / Preliminary Review / Scope	March 06, 2025	March 16, 2025
Finalize Project Plan / Charter / Kick Off	April 7, 2025	April 9, 2025
System Design & Architecture	April 10, 2025	April 17, 2025
Backend Development	April 18, 2025	May 3, 2025
Frontend Development	April 22, 2025	May 7, 2025
UI/UX Testing & Design Refinement	May 1, 2025	May 10, 2025
QA & Testing (Unit, Integration, UAT)	May 4, 2025	May 15, 2025
Final Deployment & Presentation	May 20, 2025	May 26, 2025

RESOURCES

PROJECT TEAM	Aimen Munawar - Project Manager & Backend Developer Maheen Akhtar Khan - Backend Developer Hadia Ali - Frontend Developer	Aima Sibtain - Frontend Developer Hasnain Ali - QA Tester Sarmad Majeed Abbasi - UI/UX Designer
SUPPORT RESOURCES	Instructor & Mentor: Mam Ayesha Maqbool Technical Support: Cloud Hosting, Payment Integration APIs Project Management Tools: Linear, Google Drive Communication Tools: Meet, WhatsApp	
SPECIAL NEEDS	Hosting & Domain: Cloud-based deployment on Firebase / Vercel Third-Party APIs: Payment API (GooglePay), Email Notifications (NodeMailer) Security & Authentication: Clerk UI/UX Design Tools: Figma for design collaboration	

COSTS

COST TYPE	VENDOR / LABOR NAMES	RATE (Rs)	QTY	AMOUNT (Rs)
Technical Costs	Keeping it free but may scale over time	-	-	-
Labor	Employees salary	70,000	6	420,000
Marketing	Free Marketing (Social medias)	-	-	-
Internet	Usage of internet per month	4,700 + tax	1	4,700
Electricity	Usage of electricity (depending on units)	12,300 to 16,400	1	12,300 to 16,400
Rent	Rent for the floor	60,000 to 70,000	1	60,000 to 70,000
Miscellaneous		10, 000	-	10, 000
TOTAL COSTS				507,000 to 521,100

BENEFITS AND CUSTOMERS

PROCESS OWNER	Project Manager
KEY STAKEHOLDERS	Labs, Innovation Hubs, Universities, Students
FINAL CUSTOMER	Students, Freelancers and Developers, Researchers and Innovators and Universities & Academic Institutions
EXPECTED BENEFITS	The implementation of the ProjectX platform, a student-focused marketplace for academic projects and freelance services, will allow students to monetize their work while providing a structured platform for buyers to easily find high-quality resources. The platform aims to generate revenue through delivery fee, leading to an estimated break even for ProjectX within the first year.

TYPE OF BENEFIT	BASIS OF ESTIMATE	ESTIMATED BENEFIT
Academic Benefits	Improved access to quality learning materials and project references	60% increase in student engagement
Financial Benefits	Revenue from project sales and platform commission	Break even within 1st year
Professional Benefits	Enhanced student portfolios and networking opportunities	40% increase in job placement for participating students
Operational Benefits	Efficient project discovery and navigation system	50% reduction in search time for relevant projects
Administrative Benefits	Data-driven insights for better project management	30% improvement in platform efficiency and user satisfaction
TOTAL BENEFIT		40-45% growth every year

RISKS, CONSTRAINTS, AND ASSUMPTIONS

RISKS	There is a risk that less users will adapt to this project leading to less projects in the list. This can lead to lack of valuable content thus attracting less users. Moreover there is a risk of plagiarism.
CONSTRAINTS	The success of this project largely depends on the engagement of the users. There should be quality projects that are available. The success of the project depends on the large variety of projects from different domains.
ASSUMPTIONS	It is assumed that the users are willing to sell their projects and buy the projects. This demands the existence of more structured projects and maintaining the quality of the products.

PREPARED BY	TITLE	DATE
Aimen Munawar	Project Manager & Backend Developer	16/03/2025
Maheen Akhtar Khan	Backend Developer	
Hadia Ali	Frontend Developer	
Aima Sibtain	Frontend Developer	
Hasnain Ali	QA Tester	
Sarmad Majeed Abbasi	UI/UX Designer	