

Project charter (from Chapter 3):

Project Charter	
I. General Information	
Project name: <u>MacroMancer</u>	Project number: <u>15984</u>
Sponsor name: <u>Alexander Shelton</u>	Date: <u>12/17/2024</u>
II. Project Overview <i>Describe the product or service of the project, the reason the project was undertaken, and the purpose of the project.</i>	
<p>This project aims to develop a Python-based software solution for Linux users to customize Razer peripherals. The software will enable features such as key/button reassignment, macro recording and assignment, and basic lighting configuration. The project was undertaken due to the absence of Razer Synapse on Linux, limiting the functionality of Razer devices for Linux users.</p>	
III. Project Objectives	<i>Describe the overall objectives of the project and what factors will determine the success of the project.</i>
	<ul style="list-style-type: none">- Create a CLI-based application that integrates OpenRazer.- Provide features for reassigning key/buttons and recording macros.- Develop a macro execution engine to bind actions to specific inputs.- Ensure the software is modular, scalable, and easy to maintain.- Complete the development and testing within 8 weeks.
IV. Requirements	<i>Describe the expectations and requirements of the customer, sponsor, and stakeholders.</i>
	<ul style="list-style-type: none">- Integrate OpenRazer for device communication.- Support basic key/button remapping and macro recording/assignment.- Provide user configuration options (e.g., JSON or YAML).- Test functionality on support Razer devices.
V. Business Justification	<i>State the reason this project is needed and what problem or issue the project will resolve. Describe the impacts to the organization if the project is not approved.</i>
	<p>The absence of Razer Synapse on Linux leaves Linux users unable to fully utilize their Razer peripherals. This project will resolve that issue by providing essential customization features. Without this software, Linux users will continue to face limited device functionality and reduced productivity.</p>
VI. Resource Costs and Estimates	<i>Provide cost estimates if known, including monies already expended such as a feasibility study or consulting time.</i>

- Development Costs: \$0 (student-led project).
- Testing Hardware (Optional): \$200 for additional peripherals if needed.
- Software Tools: \$0 (leveraging open-source libraries).

VII. Roles and Responsibilities

List the stakeholders and their responsibilities.

Project Manager/Developer: Alexander Shelton – Overall project development and delivery.
Sponsor: Alexander Shelton – Approve and oversee project scope.
Stakeholders: Linux users with Razer peripherals.

VIII. Signatures

Include signature lines for the project sponsor, project manager, key stakeholders, customers, and vendors.

Project Sponsor: *Alexander N. Shelton*

Project Manager: *Alexander N. Shelton*

Key Stakeholders:

IX. Attachments

List the attachments to the charter here.

Documents: Project Concept, Project Scope, WBS