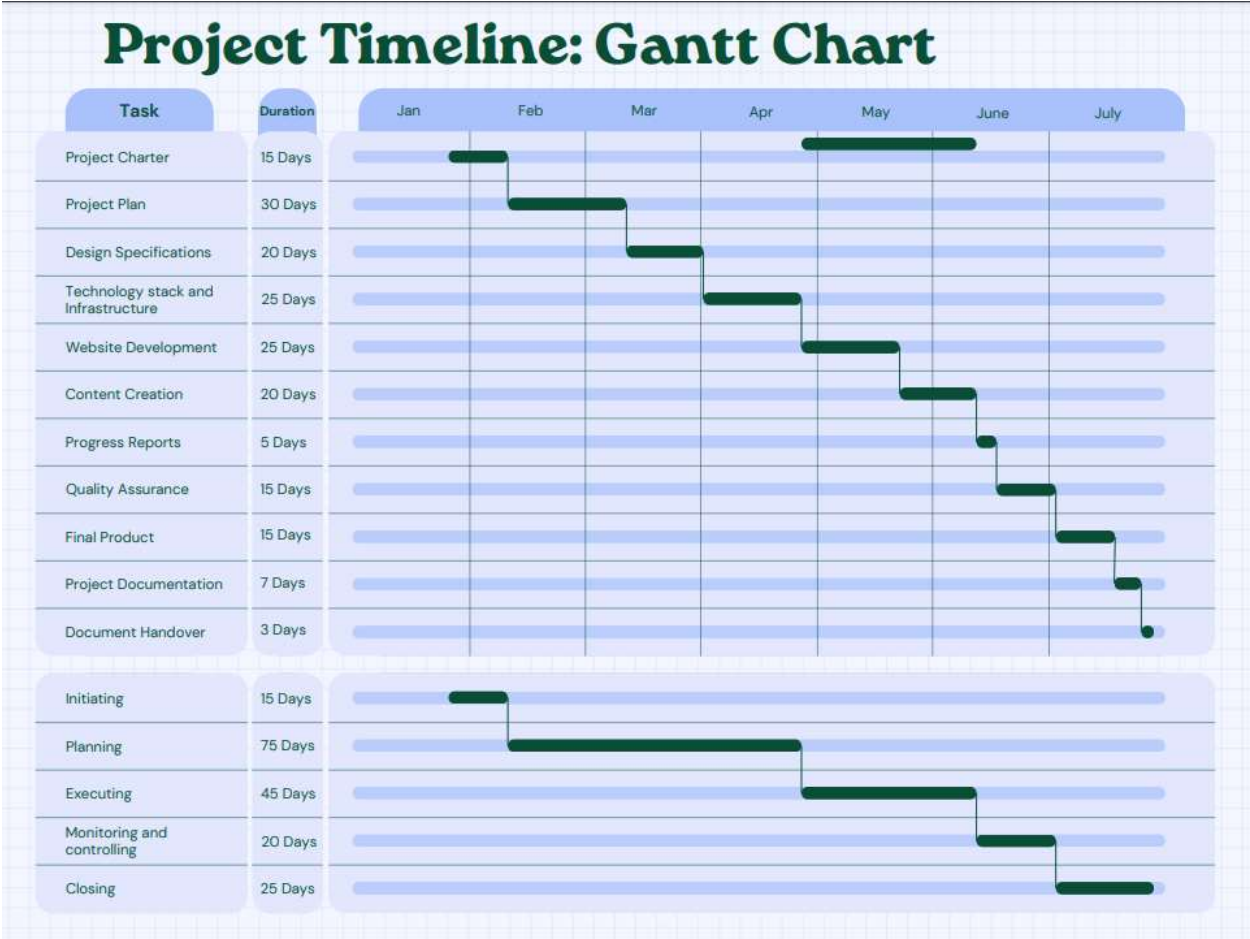The Project Charter serves as the foundational document for the "D'Guide to improve aims of Valorant players" project. Led by Project Manager Mark Angelo Aboy and sponsored by Gabby S., the project aims to develop a dynamic platform for Valorant players to improve their aim and game sense collaboratively. The project, commencing on January 25, 2024, and concluding on July 31, 2024, seeks to address the business need of fostering a supportive community dedicated to aim improvement without subscription fees. The scope encompasses the development of a website featuring coaching and coachee functionalities, excluding advanced gaming-related features beyond aim and positioning improvement. Risks include the potential for mocking behavior among users and the challenge of moderating user-generated content to maintain a respectful environment. Assumptions include the availability of necessary web development tools and integration with a reliable platform for user-generated content. The project budget is set at PHP 1,180,734.00, with milestones including website development and content creation, scheduled for completion by June 08, 2024, and the final product by July 13, 2024. The project team comprises Project Manager Mark Angelo Aboy, Sean Alexander Cruz, Patrick Jayson Cayao as Senior Developer, and Brian James Adem as Senior Tester. The approval and review committee includes Sponsor Gabby S. and Client Edward Louis D. Del Valle.

PROJECT CHARTER

Project Charter

Project Title	D'Guide to improve aims of valorant players		Project Manager	Mark Angelo Aboy
Project Start Date	January 25 2024	Project End Date — July 31 2024	Project Sponsor	Gabby S.

Business Need

The business aims to create a dynamic platform for Valorant players. Users can act as both coaches and coachees, forming a supportive community dedicated to aim improvement, all without subscription fees.

Project Scope	Deliverables
The project includes the development of a website with features for users to coach and be coached. It excludes advanced gaming-related features like line-ups beyond aim and positioning improvement.	1. Initiating 2. Planning 3. Executing 4. Monitoring and controlling 5. Closing

Risks and Issues	Assumptions/Dependencies
1. Possibility of users engaging in mocking behavior due to varying skill levels, impacting the positive coaching environment. 2. Addressing potential challenges related to moderating user-generated content and ensuring a respectful community atmosphere.	1. The availability of necessary web development tools and technologies. 2. Integration with a reliable platform for user-generated content.

Financials

Budget to complete this project is PHP 1,180,734.00

Milestones Schedule

Milestone	Target Completion Date
Website Development and Content Creation	June 08 2024
Final Product	July 13 2024

| Project Team		Approval/Review Committee	
Project Manager Project Manager	Mark Angelo Aboy Sean Alexander Cruz	Sponsor	Gabby S.
Senior Developer Senior Tester	Patrick Jayson Cayao Brian James Adem	Client	Edward Louis D. Del Valle

The Project Plan outlines the phases and tasks required for the successful execution of the project. The initiating phase, spanning 15 days, involves the creation of the project charter to define the project's objectives, scope, stakeholders, risks, assumptions, and financials, ensuring alignment and formal authorization for the project's commencement. The planning phase, spanning 75 days, encompasses the creation of the project plan, design specifications, and technology stack and infrastructure. The executing phase, spanning 45 days, involves website development and content creation, including coding, testing, and the creation of text and multimedia content. The monitoring and controlling phase, spanning 20 days, focuses on progress reports and quality assurance. The closing phase, spanning 25 days, involves the final product delivery, project documentation, and document handover.

PROJECT PLAN

Project Timeline: Gantt Chart

Task	Duration	Jan	Feb	Mar	Apr	May	June	July
Project Charter	15 Days					■		
Project Plan	30 Days		■					
Design Specifications	20 Days			■				
Technology stack and Infrastructure	25 Days				■			
Website Development	25 Days					■		
Content Creation	20 Days					■		
Progress Reports	5 Days						■	
Quality Assurance	15 Days						■	
Final Product	15 Days						■	
Project Documentation	7 Days							■
Document Handover	3 Days							■
Initiating	15 Days	■						
Planning	75 Days		■					
Executing	45 Days				■			
Monitoring and controlling	20 Days						■	
Closing	25 Days						■	

The Work Breakdown Structure (WBS) provides a hierarchical breakdown of the project's deliverables. Initiating includes the creation of the project charter. Planning encompasses the project plan, design specifications, and technology stack and infrastructure. Executing includes website development (coding and testing) and content creation (text content and multimedia content). Monitoring and controlling involve progress reports and quality assurance. Closing includes the final product, project documentation, and document handover.

Work Breakdown Structure (WBS)
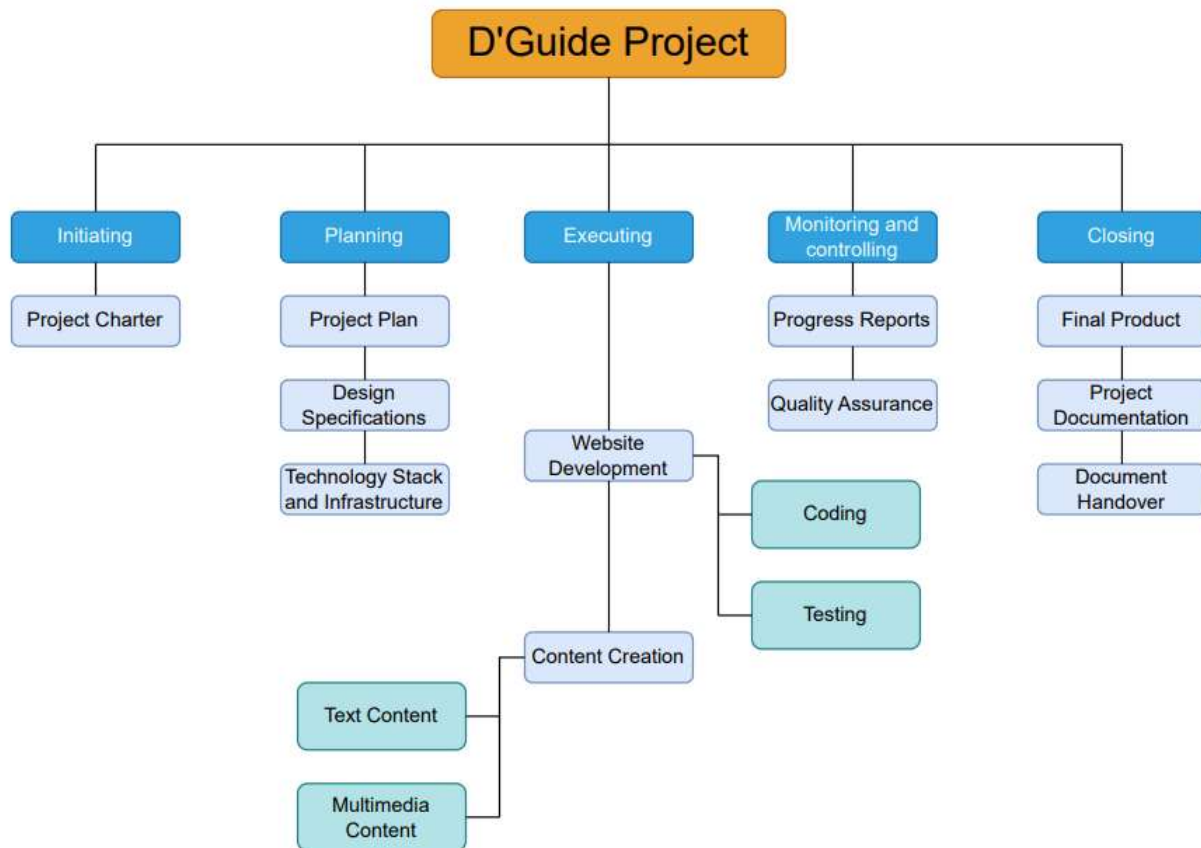
The prototype for the "D'Guide to improve aims of Valorant players" project serves as a visual representation of the dynamic platform aimed at enhancing the aim and game sense of Valorant players. It plays a crucial role in demonstrating key features and functionalities envisioned for the final product.

In terms of design specifications, the prototype showcases the intended visual style, including layout, color scheme, typography, and imagery. Through screenshots and mockups, the client and sponsor can visualize how the platform will look and feel to end-users. Interactive elements are also highlighted, illustrating how users can engage with the platform to improve their aim and game sense collaboratively.

The navigation structure of the prototype is outlined, detailing menus, buttons, and other navigational elements such as profile information, etc. This helps the client understand how users will navigate through the platform to access various features and functionalities. Additionally, the prototype demonstrates how data and content will be presented and manipulated within the platform, providing insight into the user experience.
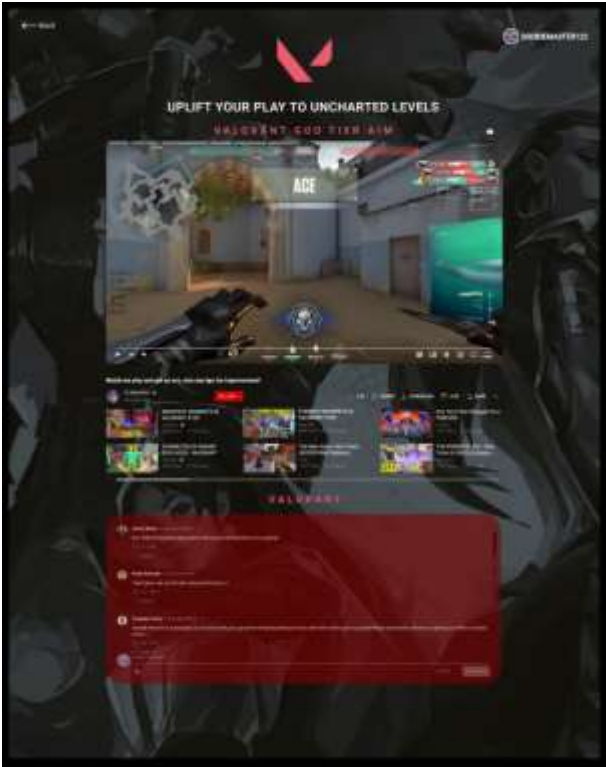
PROTOTYPE

Homepage
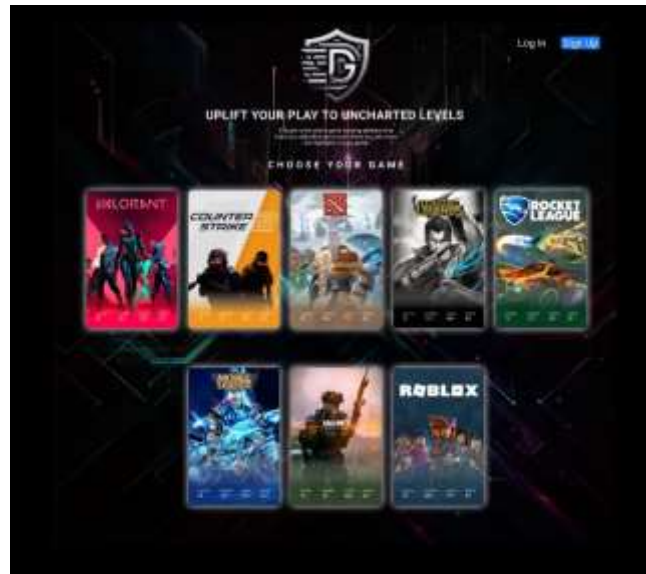
Log In/Sign Up Screen
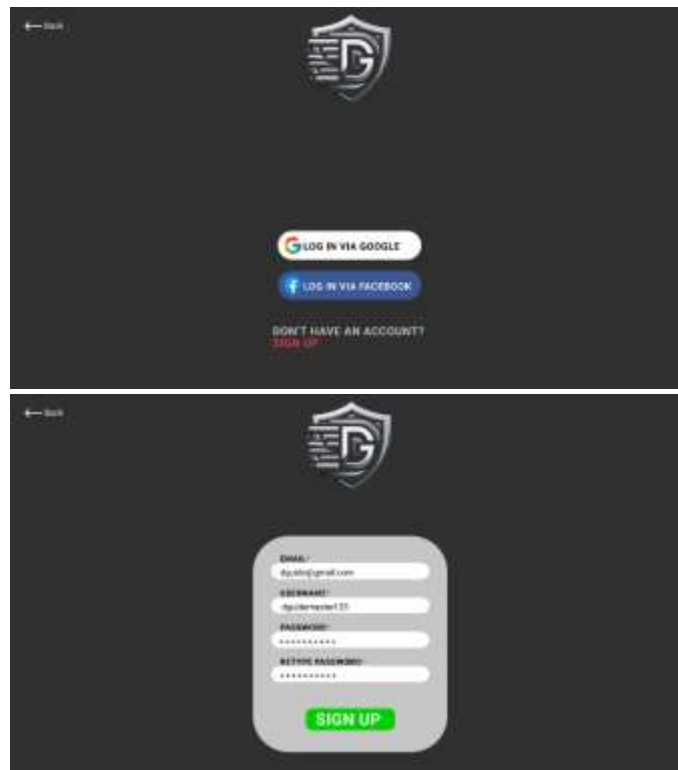
User Content

Category

Profile Settings

Coaching System

Premium User

Log Out Confirmation