PROJECT CHARTER		
PROJECT NAME	**DATE**	**AREA OF FOCUS**
Quiz Odyssey	10/10/2023	Software solutions for gamified education

PROJECT DESCRIPTION	SCOPE
The aim of this project is to develop a trivia style mobile (Android and iOS) game where users which are from 14 to 50 years old can get daily/weekly questions or participate in timed challanges in various topics and compete in weekly leaderboards.	Daily challenges
	Progression and achievements
	Customization and personalization
	Potential use in educational system

TEAM MEMBERS		DELIVERABLES
Eren Taşdemir	Team Leader	Mobile application (Android and iOS)
Berkant Bakışlı	Co-Leader	Management interface for adding/removing questions and managing users
Karol Jan Charchut	Software Engineer	System-wide statistics and data analysis
Pijus Jonas Navasaitis	Software Engineer	User/developer documentation
Egi Gjineci	Software Engineer	

SUCCESS FACTORS	TIMELINE	
Engaging content	Start of project planning	10/10/2023
User-friendly interface	Requirement analysis and specifications	10/10/2023 - 21/11/2023
Reward system	Backend Development	21/11/2023 - 12/12/2023
Cross-platform availability	Frontend Development	28/11/2023 - 12/12/2023
	Testing and Documentation	12/12/2023 - 21/12/2023

FINANCIALS		SPONSORS	STAKEHOLDERS
Development Costs	₺100	Istanbul Technical University Rectorate	Development Team
HR Costs	₺5	Family, Friends & Fools	Users (Target Audience: People from ages 14-50)
Server and Cloud Costs	₺300	Publishers	Customers
Tea and Coffee Costs	₺150		
Application Assets	₺100		
Total Budget	**₺700**		