

# ***Project Charter***

## ***CU Psych Team***

**Prepared by**

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## **1. Introduction**

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### **Executive Summary**

- Dr. Joshua Correll and his colleagues are researchers in the University of Colorado Department of Psychology. They study the way people make sense of races, and how those processes are influenced by race.
- The research Dr. Correll is conducting is extremely important to growing our understanding of how humans interact on a social level in terms of facial recognition, particularly when recognizing faces of races different from their own.

### **Business Problems/Opportunities**

- We are working with code that has been developed by two separate teams with minimal communication between the two. So a problem we face is making sense of the code and the separate teams' writing conventions.
- The current application has trouble drawing users in on its own and retaining the users to the point where they complete tasks on the app each day and provide Dr. Correll with the data he needs. Because of this, Dr. Correll's department must currently pay research participants to use the application, which ideally shouldn't be happening.

## **2. Objectives and Scope**

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### **Business Objectives**

- To improve facial recognition between races through training
- A full-featured training app that enables users to educate themselves to recognize the faces of unfamiliar racial groups.
- Gamify the existing "CU Face Race" mobile application, to improve user retention and reduce research costs for the CU Psychology department.
- (Stretch Goal) Enhance the intelligence of the application to provide support for dynamic difficulty levels based on user performance.

### **Success Criteria**

- The app is developed to the point where it is engaging and enjoyable to play for users, ideally to the point that they play without outside incentive.
- Features are added such that the app feels more like a game and less like a research tool.
- The UI and front-end design of the application is improved and polished such that the final product looks and feels professional to interact with as a user.

### **Project Scope**

#### **In-Scope:**

- Clean up the app UI a bit
- Write documentation
- Gamify the game to make it something that people actually want to do

- A point system and a leaderboard
  - Point system to track performance
- Badges
- Reminder to play the game over time
- New, more interesting game modes
- Fix data extraction mechanism

#### **Stretch Goals:**

- Tracking how a user is performing and change the set of faces that the user sees dynamically

### **3. Project Approach**

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#### **General Approach – Solution Delivery Process**

- The approach for each goal will be planned out and designed by the team, and each goal will be worked on in an iterative manner throughout the development process.
- High-level solutions and design preferences will be discussed with Dr. Correll and approved before the commencement of work on any given feature.
- After gathering Dr. Correll's solution preferences, more detailed design/technical documentation will be created.
- An implementation plan for each new feature will be created, and code documentation will be written prior to and during development.

#### **Project Changes**

- Changes to project scope and requirements need to be discussed between the team and Dr. Correll before being added to the project charter. Changes will only be accepted if they do not significantly impact the project's timeline.

### **4. Project Plan**

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#### **Key Deliverables**

- A gamified and polished version of the published app.

#### **Timeline**

<u>Deliverable</u>	<u>Due Date</u>
Project Charter	October 3, 2021
Sponsor signoff	October 10, 2021
Project Plan	TBD

Detailed Requirements Docs	TBD
Key Features Design Docs	TBD
Technical Solution Design Docs	TBD
Application Testing	April 12, 2022
Fully Updated Application	April 19, 2022

**Preliminary Cost Estimates**

<b>Labor Costs</b>	<b>Estimate</b>
Developers	\$0

<b>Hardware/Software Costs</b>	<b>Estimate</b>
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To be determined once solutions have been designed for each goal, although the initial expectation is that software/hardware costs shouldn't change from what is currently being spent hosting the application.

**5. Key Stakeholder Roles & Responsibilities**

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<u><b>Stakeholder</b></u>	<u><b>Role/Responsibility</b></u>
<b>Dr. Joshua Correll</b>	<b>Project Sponsor Contact</b>
<b>Naif Alassaf</b>	<b>Team member</b>
<b>Logan Mann</b>	<b>Team member</b>
<b>Yosan Russom</b>	<b>Team member</b>
<b>Ryan Drew</b>	<b>Team member</b>
<b>Shannon Chi</b>	<b>Team member</b>