



Sekai Play Project Charter

PROJECT CHARTER

1. General Project Information				
Project Name:	Lost Memories			
Executive Sponsors:	Dr.Owens			
Department Sponsor:	Computer Information Systems Department of Hampton University			
Impact of project:	Educational Impact			
2. Project Team				
	Name	Department	Telephone	E-mail
Project Manager:	Christian Crawford	Game Development	770-714-2580	Christian.crawford@my.hamptonu.edu
Team Members:	Iman Jones	Writing & Marketing	757-394-4146	Iman.jones1@my.hamptonu.edu
	Mark Minkins	Game Development	757-367-1134	Mark.minkins@my.hamptonu.edu
3. Stakeholders (e.g., those with a significant interest in or who will be significantly affected by this project)				
Dr.Owens				
4. Project Scope Statement				
Project Purpose / Business Justification <i>Describe the business need this project addresses</i>				
The purpose of the project is to bring a new perspective and educate people through the popular medium of video games.				
Objectives (in business terms) <i>Describe the measurable outcomes of the project, e.g., reduce cost by xxxx or increase quality to yyyy</i>				
Increase traction for future projects and bring about opportunities with various gaming platforms.				
Deliverables <i>List the high-level "products" to be created (e.g., improved xxxx process, employee manual on yyyy)</i>				
Accurate Agile model, UML model, Use Case Diagram, Project Charter, Gantt's Chart				



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Scope List what the project will and will not address (e.g., this project addresses units that report into the Office of Executive Vice President. Units that report into the Provosts Office are not included)			
This project addresses the impact of Erik Erickson's Psychological Stages applied in a real-world scenario.			
Project Milestones Propose start and end dates for Project Phases (e.g., Inception, Planning, Construction, Delivery) and other major milestones			
Planning 2/11/2021 – 2/27/2021 Design 2/29/2021-3/31/2021 Testing 4/1/2021-4/18/2021 Deploy 4/19/2021-5/8/2021			
Major Known Risks (including significant Assumptions) Identify obstacles that may cause the project to fail.			
Risk		Risk Rating (Hi, Med, Lo)	
GB Studio(game engine) does not support the complete project		Med-Hi	
Lack of teamwork & cooperation		Lo	
Cross-Platform failure		Lo-Med	
Constraints List any conditions that may limit the project team's options concerning resources, personnel, or schedule (e.g., predetermined budget or project end date, the limit on the number of staff that may be assigned to the project).			
Limited number of members able to develop game Limited budget and Tight deadline			
External Dependencies Will project success depends on the coordination of efforts between the project team and one or more other individuals or groups? Has everyone involved agreed to this interaction?			
Will depend on the efforts made by the team.			
5. Communication Strategy (specify how the project manager will communicate to the Executive Sponsor, Project Team members, and Stakeholders, e.g., frequency of status reports, frequency of Project Team meetings, etc.			
Weekly status update with stakeholder Bi-weekly project team meetings			
6. Sign-off			
	Name	Signature	Date (MM/DD/YYYY)
Executive Sponsor	Dr.Owns	<i>Dr.Owns</i>	02/11/21



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Department Sponsor	CIS Dept. Hampton University	<i>Hampton University</i>	02/11/21
Project Manager	Christian Crawford	<i>Christian Crawford</i>	02/11/21
7. Notes			
N/a			