

PROJECT CHARTER	
Project Name	ClassQuest
Date Produced	October 2, 2025
Project Goals	<p>Our Goals are as follows:</p> <ol style="list-style-type: none"> 1. We want to produce a platform that makes learning fun and engaging whereby completing school activities feels like an adventure rather than a chore 2. Improving collaboration among students in the classroom is another goal we aim to achieve with our platform 3. Providing a direct communication line between parents and teachers with our platform is an important goal we will be achieving with our platform 4. Providing a viable alternative for past/ existing platforms with added features to improve user experience 5. Data Security ensuring that no breaches occur is an important goal we will achieve with our platform
Project Objectives	<ol style="list-style-type: none"> 1. User Friendly: our platform should be intuitive to first time users and easy to navigate. 2. Reliable: consistent functions of our platform without crashes and errors are expected of our platform to achieved stated goals 3. Secure: to prevent user data from being stolen, our platform should incorporate proper safeguard procedures to ensure user privacy 4. Responsive: our platform should load quickly and respond promptly to user inputs, providing a seamless user experience. 5. Accessible: our platform should be easily accessible using devices in the classroom, personal devices, browsers, ensuring users can access the platform as required.
Project Budget	<p>Financial cost: \$ 34,660?</p> <p>Time cost: 8 months</p>
Project Sponsor	University of Regina
Project Manager	Dmytro Stepaniuk
Additional Key Project Stakeholders	
Brian Nenson, Client	
Kelly Chambers, Client	
Timothy Maciag, User/ Mentor	
Tolani Oke-Steve, Developer	
Dmytro Stepaniuk, Developer	

Alvin Tolentino, Developer

Teachers, User

Students (grades 5 – 8), User

Parents, User

Overall Project Milestones	Dates
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Team formation	Week of Sept. 4 th
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Idea formation and finalization and UVP analysis	Week of Sept. 11 th
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Project Pitches	Week of Sept. 18 th
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User and business model analysis	Week of Sept 25 th
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Project management document formulation	Week of Oct. 2 nd
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Vlog 1 and cultivator pitches	Week of Oct. 9 th
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Overall Project Risks

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| <ol style="list-style-type: none">1. Overloading our backlog which could lead to delays of project activities further down the development process2. Technical challenges with chosen tech stack form overall team experience could lead to delays with a proper functioning prototype during milestones check. |
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