PROJECT CHARTER		
Project Name	ClassQuest	
Date Produced	October 2, 2025	
Project Goals	 Our Goals are as follows: We want to produce a platform that makes learning fun and engaging whereby completing school activities feels like an adventure rather than a chore Improving collaboration among students in the classroom is another goal we aim to achieve with our platform Providing a direct communication line between parents and teachers with our platform is an important goal we will be achieving with our platform Providing a viable alternative for past/ existing platforms with added features to improve user experience Data Security ensuring that no breaches occur is an important goal we will achieve with our platform 	
Project Objectives	 User Friendly: our platform should be intuitive to first time users and easy to navigate. Reliable: consistent functions of our platform without crashes and errors are expected of our platform to achieved stated goals Secure: to prevent user data from being stolen, our platform should incorporate proper safeguard procedures to ensure user privacy Responsive: our platform should load quickly and respond promptly to user inputs, providing a seamless user experience. 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	Financial cost: \$ 34,660 Time cost: 8 months	
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
Team formation	Week of Sept. 4 th
Idea formation and finalization and UVP analysis	Week of Sept. 11 th
Project Pitches	Week of Sept. 18 th
User and business model analysis	Week of Sept 25 th
Project management document formulation	Week of Oct. 2 nd
Vlog 1 and cultivator pitches	Week of Oct. 9 th

Overall Project Risks

- 1. Overloading our backlog which could lead to delays of project activities further down the development process
- 2. Technical challenges with chosen tech stack form overall team experience could lead to delays with a proper functioning prototype during milestones check.