

PROJECT CHARTER	
Project Name	Online Student Planner
Date Produced	October 20, 2020
Project Goals	<ol style="list-style-type: none"> 1. To develop and design a web-based software application that benefits its users(students). 2. To gain a learning experience by applying the software engineering management principles and domain-driven design approach, with a Model-View-Controller architecture in developing this project. 3. To support students to reach their academic goals with an organized, structured, interactive and easy to use online planner.
Project Objectives	<ol style="list-style-type: none"> 1. To offer students the ability to build their own routine. 2. To allow students to easily view and manage their progress. 3. To provide a tool that notifies the students of their schedules/tasks. 4. To promote better time management and increase productivity towards students. 5. Overall, to develop and design an application that is user-friendly, interactive and beneficial for students.
Project Budget	N/A
Project Sponsor	Dr. Tim Maciag - Scrum Master
Project Manager	Khelen Natha - Developer, Project Manager
Additional Key Project Stakeholders	
Kristoffersen Garces - Developer Adhanna Hiyas - Developer Students - Users	
Overall Project Milestones	Dates
Project idea selection & introduction	October 9, 2020
Project prerequisites and planning	October 23, 2020
MVC diagram with Lo-fidelity interface sketches	November 3, 2020
Project design architecture	November 6, 2020
Project observe, analysis, and feedback	November 16, 2020
Produce a working software	November 29, 2020
Project storytelling & live Zoom demo/presentation	Decemeber 7, 2020
Overall Project Risks	
<ol style="list-style-type: none"> 1. It may be difficult to implement all objectives in 1 and half month design/development period 2. Lack of knowledge and experience in designing and developing the software may be a setback to meeting every objectives. 	

3. Scope creep
4. Communication
5. Estimating and/or scheduling errors