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| --- | --- | --- | --- | --- |
| PROJECT CHARTER | | | | |
| Project Name | Web Jual Beli Barang 2nd | | | |
| Project Objectives | Membuat website yang bisa dijadikan sarana atau tempat jual beli barang bekas yang bisa diterima oleh semua kalangan dan bisa dijangkau oleh semua orang | | | |
| Expected Start Date | 1 Januari 2022 | Expected End Date | 30 Juni 2022 | |
| Estimated Costs | Rp 1.000.000 | | | |
|  | | | | |
| Key Deliverables |  | | | |
| Project Scope |  | | | |
| Project Scope Exclusion |  | | | |
| Success Criteria |  | | | |
| Risk and Issues |  | | | |
| Assumptions |  | | | |
| Constrains or Dependencies |  | | | |
| Stakeholders |  | | | |
| Function | **Name** | **Date** | | **Siganture** |
| CEO/Back End | **Edo Kurniawan** |  | |  |
| Project Manager | **Sendy Apriatna** |  | |  |
| Front End | **Jangkung Pangestu Aji** |  | |  |
| Database Migration | **Bella Saphira** |  | |  |
| UI/UX Desainer | **Teguh Bayu Aji W** |  | |  |
| Maintenance web | **Ikhsan Aditya Nuur Q** |  | |  |