# Project Charter

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| 1.0 Project Identification | | |
| **Name** | *Personal Budget Tool – Application Brief* | |
| **Description** | *Design, develop and implement a personal budgeting tool application* | |
| **Sponsor** |  | |
| **Project Manager** |  | |
| **Project Team Resources** |  | Elisaveta – PO  Barie – Scrum Master  Petar – Developer  Alexander – Developer |

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| 2.0 Business reasons for project |
| * Help individuals or families to keep track of the money they spend each month and to plan their budgets better. |

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| **3.0 Project OBJECTIVES (purpose)** |
| * The main purpose of the Personal Budget App is to help its users to plan the money they spend each month. * The app should provide statistics to the users and thus help them to understand where they spend their money, and teach them how to budget well and how to spend only within the limits they planned. |

| **4.0 Project Scope** |
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| * Create an easy to use mobile or web app within 3 mounts * The scope of this project is to create a Minimum Viable Product (MVP) implementing a subset of the features |

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| **5.0 key Project DELIVERABLES** | |
| **Name** | **Description** |
| Framework | Overall roadmap outlining key components of recognition activities |
| Project charter |  |
| Logic Model | Outlines key activities, outcomes and measures |
| Project backgrounder | A supplement to the project charter outlining definitions and outcomes |
| Research summary | Contains the feedback form users |
| Guidelines | To include general program guidelines and financial guidelines |
| Tools and resources | To include templates, guides, sample surveys, quotes, tips, etc… for use by users. |
| Communication/ Implementation plan | Communication of framework, tools resources to stakeholder groups, communication plan |
| Website | To contain framework, guidelines, general information, tools and resources for use by users |

| **6.0 Milestone dates** | | |
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| **Item** | **Major Events / Milestones** | **Dates** |
| 1. | Develop website | 01.09.2020 |
| 2. | Get 1000 users | 01.01.2021 |
| 3. | Collect feedback from users | 01.01.2021 |

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| **7.0 key ISSUEs** | |
| Severity | **Description** |
| Higth | Change of requirements |

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| **8.0 RISKS** | |
| **Severity** | **Description** |
| Hight | Implementation timelines |
| Very Hight | Availability of supporting resources (licenses for software and hardware) |
| Medium | Not enough users for given time period |

| **9.0 Project’s criteria for success (must be measurable)** |
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| * Feedback given from the users – if they are willing to use the app in the feature. |

| **10.0 critical success factors** |
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| * Effective communication * Collaboration between the team and the stakeholders * Recognition efforts need to be: timely; meaningful; fair; inclusive |

| **11.0 Signoff** |
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| Project Sponsor:  Date: |

Project Vision: Create application to help young individuals to become financially responsible, by helping tham manage their budget.