**Project Charter**

**Project RDJG**

**Business Purpose:**

The purpose of this project is to deliver a complete, robust, and dependable game purchasing system to the client. The system will promote productivity, efficiency, and simplicity of user actions in an easy to navigate environment.

**Project Roles/Responsibilities:**

Team Leadership: Ryan

Ryan will be responsible for leading the team and guiding the team through the separate phases, as well as checking over work before its submission.

Project Planning: Dave

Dave will be responsible for most of the initial project planning such as database design.

Project Record-Keeping: Greg

Greg will be responsible for keeping the team’s various records together and ensuring that they are consistent.

Interacting With Clients: John

John will be responsible for keeping in contact with the client on a regular basis as well as keeping the minutes of the client meetings.

Diagramming and Documenting Client Requirements: Greg, Ryan

Greg and Ryan will be responsible for documenting and diagramming the client’s requirements, This documentation and diagramming will be used later on in the development process for as a reference tool to ensure that development is meeting the client requirements.

Diagramming and Documenting Overall Design: Ryan

Ryan will be responsible for documenting and diagramming the overall design of the project. The client requirement documentation will be used as a foundation to achieve this.

Technical Documentation: Dave

Dave will be responsible for the technical documentation of the project such as the Entity Relationship Diagram (ERD).

Client Documentation: John, Greg

John and Greg are responsible for documenting the client’s feedback or changes to the initial project plan for further reference.

Creating Web Graphics: Ryan, Greg, John, Dave

The entire team will be tasked with the creation of customized web graphics to be used throughout the system.

Web Site Design: Ryan, Greg

Ryan and Greg will be responsible for determining the layout for the web site. They will be responsible tasks like menu placement and control flow.

Web Page Design: Ryan, John

Ryan and John will be responsible for the design of individual web pages within the web site.

Web Programming: Ryan, Greg, John, Dave

The team will collectively be responsible for web programming.

Interactive Testing: Ryan, Greg, John, Dave

The team as a whole will be responsible for interactive testing. Team members are urged to test the project portions that they implement to ensure the integrity of the system.

Class Design: Greg, Ryan

Greg and Ryan will be responsible for determining the layout for the individual classes that the system will implement.

Business Programming: John, Ryan, Greg, Dave

The entirety of the team will be responsible for programming how the database and end user interface interacts with each other.

Technical/Low-Level Programming: Dave, Ryan, Greg, Dave

The team will be collectively responsible for programming commands to work with the database.

Unit Testing and Integration Testing: Greg

Greg will be responsible for the testing of the various parts of the system both before and after they are integrated as part of the system.

Database Design: Dave, John, Ryan

Dave, John, and Ryan will be responsible for designing the database for the system.

SQL/LINQ Development: Dave, John

Dave and John will be responsible for implementing LINQ or SQL commands in the business logic.

Report Development: Ryan, Greg, John, Dave

The team will collectively be responsible for the development of reports throughout the implementation process.

Installer Development: Ryan, Greg, John, Dave

The entire team will tackle the task of installing the system.

**Event Table:**

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| **Event** | **Trigger** | **Source** | **Use Case #** | **Use Case** | **Response** | **Destination** |
| Add Game | Company comes into possession of a new game they may sell. | Employee | UC01 | Add Game | Game entry is created and saved | Employee |
| Edit Game | Employee needs to edit a game entry in the store catalogue | Employee | UC02 | Edit Game | Game entry is updated and saved | Employee |
| Delete Game | A game in the store catalogue is no longer able to be sold. | Employee | UC03 | Delete Game | Game is deleted from the store catalogue | Employee |
| Create Event | Employee needs to create an event | Employee | UC04 | Create Event | An event is created and notification is sent | Employee |
| Edit Event | Employee wants to edit event | Employee | UC05 | Edit Event | Event is edited and notification sent | Employee |
| Delete Event | Employee wants to delete event | Employee | UC06 | Delete Event | Event is deleted and notification sent | Employee |
| View Report | Employee wants to view a report | Employee | UC07 | View Report | Report is displayed | Employee |
| Print Report | Employee wants to print a report | Employee | UC08 | Print Report | Report is printed | Employee |
| Approve User Review | Employee wants to approve user review | Employee | UC09 | Approve User Review | Employee approves the review and notification is sent | Employee |
| Reject User Review | Employee wants to create an order | Employee | UC10 | Reject User Review | Review is rejected | Employee |

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| **Event** | **Trigger** | **Source** | **Use Case #** | **Use Case** | **Response** | **Destination** |
| Create Order | Employee wants to create an order | Employee | UC11 | Create Order | Order is created | Employee |
| Edit Order | Employee wants to edit an order | Employee | UC12 | Edit Order | Order is edited | Employee |
| Delete Order | Employee wants to delete order | Employee | UC13 | Delete Order | Order is deleted | Employee |
| Close Order | Employee wants to close order | Employee | UC14 | Close Order | Order is closed | Employee |
| Create Account | User wants to create an account | User | UC15 | Create Account | Account is created | User |
| Search Games | User or Customer wants to search for a specific game | User, Customer | UC16 | Search Games | Game data is searched | User, Customer |
| View Game Details | User or Customer wants to view the details of a game | User, Customer | UC17 | View Game Details | Game details are displayed | User, Customer |
| View Inventory | User, Customer or Employee wants to view the inventory | User, Customer, Employee | UC18 | View Inventory | Inventory is displayed | User, Customer, Employee |
| Add to Cart | User or Customer wants to add an item to their cart | User, Customer | UC19 | Add to Cart | Item is added to cart | User, Customer |

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| **Event** | **Trigger** | **Source** | **Use Case #** | **Use Case** | **Response** | **Destination** |
| Remove From Cart | User or Customer wants to remove an item from their cart | User, Customer | UC20 | Remove From Cart | Item is removed from the cart | User, Customer |
| Check out | User or Customer wants to buy the items in their cart | User, Customer | UC21 | Check out | Items are saved into an order and order is added to open orders | User, Customer |
| Login | Customer or Employee wants to log in to their account | Customer, Employee | UC22 | Login | Customer or Employee is logged in to their account | Customer, Employee |
| Edit Profile | Customer wants to edit their profile | Customer | UC23 | Edit Profile | Profile is edited | Customer |
| Change Password | Customer or  Employee wants to change their password | Customer, Employee | UC24 | Change Password | Password is changed | Customer, Employee |
| Reset Password | Customer or Employee wants to reset their password | Customer, Employee | UC25 | Reset Password | Password is reset | Customer, Employee |
| Download | Customer wants to download a game | Customer | UC26 | Download | Game is downloaded | Customer |
| Rate Game | Customer  wants to rate a game | Customer | UC27 | Rate Game | Game is rated | Customer |
| Edit Rating | Customer  wants to edit their rating of a game | Customer | UC28 | Edit Rating | Rating is edited | Customer |

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| --- | --- | --- | --- | --- | --- | --- |
| **Event** | **Trigger** | **Source** | **Use Case #** | **Use Case** | **Response** | **Destination** |
| Create Game Review | Customer wants to create a review for a game they have purchased | Customer | UC29 | Create Game Review | Review is created | Customer |
| Edit Game Review | Customer wants to edit their review of a game | Customer | UC30 | Edit Game Review | Review is edited | Customer |
| Delete Game Review | Customer wants to delete a review they wrote | Customer | UC31 | Delete Game Review | Review is Deleted | Customer |
| Add Friend/Family | Customer wants to add a friend or Family to their list | Customer | UC32 | Add Friend/Family | Contact is added to customer’s list | Customer |
| Delete Friend/Family | Customer wants to delete their friend/family from their list | Customer | UC33 | Delete Friend/Family | Contact is deleted from customer’s list | Customer |
| Add Credit Card | Customer wants to add a credit card | Customer | UC34 | Add Credit Card | Credit card information is saved | Customer |
| Remove Credit Cart | Customer wants to remove their credit card information from the system | Customer | UC35 | Remove Credit Cart | Credit card information is removed | Customer |
| Add Address | Customer wants to add their address to the system | Customer | UC36 | Add Address | Address is Added to the system | Customer |
| Delete Address | Customer wants to Remove their address from the system | Customer | UC37 | Delete Address | Address is removed | Customer |
| Register for Event | Customer wants to be added to an event | Customer | UC38 | Register for Event | Customer is added to event | Customer |
| **Event** | **Trigger** | **Source** | **Use Case #** | **Use Case** | **Response** | **Destination** |
| View Wish List | Customer wants to view their own wish list | Customer | UC39 | View Wish List | Wish list is displayed | Customer |
| Add to Wish List | Customer wants to add an item to their wish list | Customer | UC40 | Add to Wish List | Item is added to customer’s wish list | Customer |
| Remove From Wish List | Customer wants to remove an item from their wish list | Customer | UC41 | Remove From Wish List | Item is removed from the customer's wish list | Customer |

**Features List:**

* That the system allows a game to be created, edited, or deleted
* That the system can create, edit, or delete an event
* That the system can print or view reports
* That employees can approve or deny user game reviews
* That the system allows an order to be created, edited, deleted, or closed
* Users can create accounts
* The system allows the game inventory to be viewed by anyone visiting the site
* Users and Customers can add and remove from a cart
* That Users and Customers can select a checkout option
* That Customers and Users can Log In
* Users have an option to register to the site
* Customers can edit their preferences and profile information
* That Customers and Employees can change their passwords
* That Customers and Employees can reset their passwords
* Customers can download games
* That Customers can rate games, and edit those ratings
* That Customers can create, edit, and delete game reviews
* That Customers can add, or remove friends/family
* Customers can add or delete credit card numbers from their account
* That Customers can add or remove an address from their account
* That Customers can register for an event.
* That Customers can view, add to, and delete from their wish list

**System Objectives:**

The system will aim to store very large amounts of game and review data from many different developers and members. It will present and store data in an efficient and concise way to avoid data redundancy. The system is expected to scale well with the addition of many different members, games and reviews over time as well as to respond to any system request in two seconds or less. The system will also shorten and streamline the order making process as well as provide an easy to use, non-confusing user interface for the front end services.

**Critical Success Factors:**

The set out timeline(s) are set in stone and must not be moved.

All system code must follow regular Conestoga coding standards.

A client is available to the project at all times.

The database is organized efficiently and normalized.

The web site portion must be laid out in an intuitive way.

**Preliminary Technical Architecture:**

The technologies that will be used for this system are ASP.NET, which will be used for the web portions of the system (user login and registration, website layout, etc.), and SQL database server for the database portion of the system (table and database implementation, subqueries, etc.). Other technologies that were considered for the system but not used were Java JSP’s and Servlets, as well as Oracle SQL.