|  |
| --- |
| NeXUS |
| PROJECT CHARTER |

## GOALS, OBJECTIVES & DELIVERABLES

|  |  |
| --- | --- |
| Badge Tick1 with solid fill | PROJECT OBJECTIVE  To develop a single-page web application that helps users find the right job or internship, connect and strengthen professional relationships, and learn the skills needed to succeed in their career. The application will include functionalities similar to LinkedIn with some unique features to differentiate it from existing platforms. |
| Badge Tick1 with solid fill | BUSINESS CASE  With the increasing demand for online job platforms, Nexus aims to provide a comprehensive and user-friendly solution for job seekers and professionals. By offering unique features and an intuitive interface, Nexus can attract a large user base and generate revenue through premium subscriptions and advertisements. |
| Badge Tick1 with solid fill | MERTICS/GOALS   * **User Engagement:** Achieve at least 500 active users within the first month of launch. * **Job Listings:** Secure partnerships with at least 50 companies to post job listings. * **User Retention:** Maintain a user retention rate of 70% after three months. * **Skill Development:** Implement a skill assessment feature used by 30% of users within the first month. |
| Badge Tick1 with solid fill | EXPECTED DELIVERABLES   * App demo Video * Code (zip file & Github Link) * Project Documentation: Project Charter, Scope Document, Work Breakdown Structure, Project Schedule, RAID Logs, System Design Specification, Test Plan, Development Log, Traceability Matrix, Lessons Learnt Log. Installation & Operations Guide, Project Report |

## PROJECT SCOPE AND SCHEDULE

|  |  |
| --- | --- |
| Badge Tick1 with solid fill | **WITHIN SCOPE**  Design and development of the web application. Integration of key features (login, profile management, job search, networking). Development of unique features specific to Nexus. Testing and deployment of the application. User documentation and support resources. |
| Badge Tick1 with solid fill | **OUTSIDE OF SCOPE**  Marketing and promotion of the application. Long-term maintenance and updates beyond the initial launch phase. Achievement of the post deployment goals.. |
| Badge Tick1 with solid fill | **EXPECTED DURATION**  26-06-2024 to 20-06-2024 |

## PROJECT RESOURCES

|  |  |
| --- | --- |
| Badge Tick1 with solid fill  Badge Tick1 with solid fill  Badge Tick1 with solid fill  Badge Tick1 with solid fill    Badge Tick1 with solid fill    Badge Tick1 with solid fill  Badge Tick1 with solid fill  Badge Tick1 with solid fill  Badge Tick1 with solid fill  Badge Tick1 with solid fill  Badge Tick1 with solid fill  Badge Tick1 with solid fill | **DEVELOPMENT ENVIRONMENT**   * VS Code   **FRONTEND DEVELOPMENT**   * HTML5 & CSS3 * JavaScript * React.js * Bootstrap   **BACKEND DEVELOPMENT**   * Node.js * Express.js     **DATABASE**   * MongoDB * Mongoose   **AUTHENTICATION & AUTHORIZATION**   * Passport.js   **AI AND MACHINE LEARNING**   * TensorFlow.js * Natural Language Toolkit (NLTK   **VERSION CONTROL & COLLABORATION**   * Git * GitHub   **TESTING**   * Jest * Cypress   **DEPLOYMENT**   * Heroku * Netlify   **API DEVELOPMENT & TESTING**   * Postman   **Project Management & Documentation**   * MS Word * Notion * Google Docs   **ADDITIONAL FREE LEARNING RESOURCES**   * MDN Web Docs |

## PROJECT STAKEHOLDERS & CUSTOMERS

|  |  |
| --- | --- |
| Badge Tick1 with solid fill | **PROCESS OWNER**  Harshada Topale |
| Badge Tick1 with solid fill | **KEY STAKEHOLDERS**  Harshada Topale |
| Badge Tick1 with solid fill | **END CUSTOMERS**  Cloud Counselage Pvt. Ltd. |

## PROJECT RISKS, CONSTRAINTS & ASSUMPTIONS

|  |  |
| --- | --- |
| **Badge Tick1 with solid fill** | **RISKS**   * Technical Challenges: Difficulty in implementing complex features. * Time Management: Risk of project delays due to the learning curve. * Scope Creep: Addition of new features beyond the initial scope, leading to delays. * Resource Availability: Limited access to mentors or necessary tools. |
| **Badge Tick1 with solid fill** | **ASSUMPTIONS**   * Adequate access to learning and development resources. * Regular feedback from mentors and peers. * Access to necessary development and testing tools. * Ability to dedicate sufficient time to the project. |
| **Badge Tick1 with solid fill** | **CONSTRAINTS**   * Potentially limited access to professional mentors and resources. * Need to balance project work with other commitments * Use all the features of MERN like Performance and Ul rendering. * Use React for Ul layer abstraction. * Use of free and open-source software only. * Enhance the user experience in Full stack Development. * Incorporating features of React like HTML-javascript, jsx, styling, props, context-API, fragments, router, hooks. * The code and output submissions format must be standard. |

## MILESTONES

|  |  |
| --- | --- |
| Badge Tick1 with solid fill | **REQUIREMENT GATHERING:** June 25, 2024 - June 28, 2024 |
| Badge Tick1 with solid fill | **PLANNING:** June 25, 2024 - June 28, 2024 |
| Badge Tick1 with solid fill | **DESIGN:** June 25, 2024 - June 28, 2024 |
| Badge Tick1 with solid fill | **DEVELOPMENT:** June 25, 2024 - June 28, 2024 |
| Badge Tick1 with solid fill | **TESTING:** June 25, 2024 - June 28, 2024 |
| Badge Tick1 with solid fill | **DEPLOYMENT:** June 25, 2024 - June 28, 2024 |
| Badge Tick1 with solid fill | **CLOSURE:** June 25, 2024 - June 28, 2024 |