

PORTFOLIO HOLBERTON - STAGE 2

This document constitutes the Project Charter for the Portfolio Project.

Its purpose is to frame and formalize the project vision by defining:

- Its purpose.
- Its main objectives.
- The stakeholders (involved actors and beneficiaries).
- The functional scope (included and excluded).
- The identified risks and mitigation strategies.
- A high-level plan to guide development.

This document will be used as a reference throughout the project to ensure consistency, prioritization, and monitoring.

1. Project Objectives

The project aims to design a gamified portfolio in the form of an RPG.

Unlike a traditional portfolio, it offers an immersive experience where:

- The developer's profile = a game character (class, level, XP).
- Each Holberton project = a completed quest.
- The acquired skills = a skill tree/badges.

This approach makes it possible to stand out to recruiters while remaining clear and professional.

SMART Objectives :

- **Specific:** Transform at least 6 Holberton projects into interactive quests with a summary, XP, and skills.
- **Measurable:** Deliver a functional MVP deployed on GitHub by November 9, 2025.
- **Achievable:** Use known technologies (HTML, CSS, JS, MySQL) and learn at most 1 new technology (React).
- **Realistic:** Prioritize readability and simplicity → MVP delivered by Week 8. Optional features will be treated as bonuses.
- **Time-bound:** Follow a 12-week roadmap with clear deliverables (documentation, prototype, MVP, demo).

2. Stakeholders and Roles

Stakeholder	Role / Expectation	Importance
Thomas Roncin	Developer, designer, project manager, responsible for all stages.	Critical
Tech recruiters	Main target. Expect a clear, readable, but differentiating portfolio.	Critical
Holberton staff	Provide pedagogical feedback and validate the quality of the deliverable.	High
Holberton students	Draw inspiration from the project, see an alternative way to showcase skills.	Medium
Dev Community	May use the project as an open-source example.	Low

Assumed Roles :

- Project Manager: planning, roadmap tracking, decision-making.
- Developer: implementation (React, JSON, JS, HTML, CSS, etc.).
- UX/UI Designer: mockup creation, RPG identity.
- QA Tester: accessibility, responsiveness, and performance verification.

3. Scope

In-Scope :

- Home Page: avatar, XP, level.
- Quests Page: list of clickable Holberton projects (title, summary, skills, XP, GitHub link).
- Skills Page: badges/skill tree.
- XP/Level system (progression calculation).
- Responsive design for desktop/mobile.
- Online deployment (GitHub).

Out-of-Scope :

- Interactive mini-map.
- Inventory (items = talks, certifications, side projects).
- Light/Dark mode.
- Usage statistics (analytics).
- Complex animations (advanced RPG features).

4. Risks

Category	Risk	Impact	Probability	Mitigation Strategy
Organization	Solo project → workload overload	High	Medium	Strict roadmap + MVP prioritization
Technical	Learning React	Medium	High	Dedicate 1 week to learning
UX / Recruiter	Too playful → loss of readability	High	Medium	Keep interface clear, prioritize readability > fun
Time	Tight deadlines (12 weeks)	High	Medium	Deliver full MVP by Week 8
Quality	Bugs, mobile responsiveness issues	Medium	Medium	Weekly QA + Lighthouse tests

5. High-Level Plan

Breakdown by Holberton Stages:

- Stage 1: Idea Development (Completed)
- Stage 2: Project Charter (In progress)
- Stage 3: Technical Documentation (Weeks 5–6)
- Stage 4: MVP Development (Weeks 7–10)
- Stage 5: Project Closure (Weeks 11–12)

Detailed 12-Week Roadmap:

- **Month 1 – Conception & Documentation**
 - Week 1: Define objectives, MVP, target audience.
 - Week 2: Draft JSON structure (player, quests, skills).
 - Week 3: Prepare project content as quests.
 - Week 4: Complete Stage 1 + Stage 2.
- **Month 2 – Prototype & MVP**
 - Week 5: Define architecture + technical documentation.
 - Week 6: Finalize technical documentation, complete mockups.
 - Week 7: Implement base (avatar, XP, quests).
 - Week 8: Add skills, responsive design, alpha deployment.
- **Month 3 – Improvements & Finishing**
 - Week 9: Add micro-interactions (animations, simple filters).
 - Week 10: Final content (6+ documented quests).
 - Week 11: QA testing (accessibility, responsiveness, performance).
 - Week 12: Video demo + final delivery.