Project Charter

Team Number: Team#2

Team Member Names: Bin Yang, James Arand, Romnick Zinampan

Team Name: Team#2

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The project charter represents the first blueprint of the system. It is a statement of intent by your client of their desire to develop a software solution.

## Business Purpose

## The project aims to create a user-friendly software solution designed to improve time management for individuals, focusing on students in universities, colleges, and schools. The system offers secure user authentication, efficient content organization, a visually appealing calendar, and note-taking features. With a global target audience, including educational institutions, companies, and individuals, the project strives to enhance productivity and overall user experience. Critical success factors include team collaboration, user satisfaction, adherence to timelines, and successful feature implementation, supported by a technical architecture utilizing C#, JS, HTML, CSS, ASP.NET, MVC, and SQL Server Management Studio.

## Project Roles/Responsibilities

|  |  |
| --- | --- |
| **Team Member Name** | **Project Role** |
| Bin Yang | Project Lead/Software Developer |
| James Arand | Software Developer |
| Romnick Zinampan | Software Developer |

## Feature List

1. **User Authentication:**
   * Secure user authentication is implemented to ensure a personalized experience for each user.
   * Users enter their credentials (username and password) on the Login Page to access their accounts.
   * Users can view and manage Tasks, including adding, editing, or deleting them.
2. **Calendar Integration:**
   * A visually appealing calendar is embedded within the Task Page.
   * Users can view the current month with marked dates representing existing deadlines and events.
   * Users can set up due dates and events directly from the Task Page.
3. **Event Display:**
   * Scheduled deadlines and events are displayed on a table in the Home page, offering a clear overview.
   * Each entry may include information such as the title, description, dates, mark as done and any associated notes.
4. **Tasks:**
   * User can create Tasks in the Task page.
   * User can assign tasks due dates, descriptions and categories.
   * Think of it as an online note book, which you can access on an specific bag.
5. **Notifications:**
   * Users receive timely notifications for upcoming events and approaching deadlines. (May or may not include on this project yet)
   * Notifications can be configured to appear on the Home Page as well, ensuring users stay informed. (Like mentioned earlier on the “Event Display”)
6. **Date Confirmation:**
   * On the day of a scheduled event, users are prompted to confirm whether the task is completed.
   * Confirmation updates are reflected in the calendar, providing a visual cue of task completion.
7. **Intuitive Navigation:**
   * Clear navigation options allow users to switch between the calendar and other features on the Task Page.
   * Backlinks to the Task Page and the Home Page ensure a smooth user experience.
8. **Email Notification**
   * Up Coming Deadlines will be emailed to the user
   * 2 days prior to the deadline

## System Objectives

* Implement secure user authentication to ensure data privacy and personalized user experiences.
* Develop a user-friendly Task Creation Page, enabling users to organize content efficiently.
* Create a Task Page with clear navigation options, allowing users to manage tasks within folders.
* Integrate a visually appealing calendar on the Class Page for seamless event and deadline management.
* Implement an Event Display on the Home Page, providing users with a clear overview of scheduled deadlines and events using tables.
* Enable users to create and manage Tasks on specific Task Pages for effective notetaking.
* Optionally, incorporate Notifications for timely alerts on upcoming events and deadlines. (May or may not include on this project)
* Implement a Date Confirmation feature to prompt users to confirm task completion on scheduled events.
* Ensure intuitive navigation with clear options to switch between calendar and other features, maintaining a smooth user experience.

## Stake Holders

* *Client:* Feedback on user interface and feature usability.
* *Backend Developer:* Active involvement in the design and coding phases.
* *Project Manager:* Regular project updates, ensuring goals are met.
* *Frontend Developer:* Collaborative design and implementation of user interfaces.
* *Tester:* Continuous testing and feedback throughout development.

## Project Critical Success Factors

## Team availability and effective communication throughout the project.

## User satisfaction with implemented features, measured through feedback.

## Adherence to project timeline and meeting development milestones.

## Successful implementation of specified features.

## Preliminary Technical Architecture C#, JS, HTML, CSS, ASP.NET, MVC

SEQUEL SERVER MANAGEMENT STUDIO

Looking for more along the process…

## Event Table

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Event* | *Trigger* | *Source* | *Use*  *Case #* | *Use Case* | *Response* | *Destination* |
| User logs in | Logging in | User | UC01 | Login | Authenticate user and grant access | Home Page |
| User deletes a task | Task delete button is clicked | User | UC02 | Deleting a task | An existing task is deleted | Task Page |
| User edits a task | Task edt button is cliked | User | UC03 | Edit a task | Edit an existing task | Task Page |
| User creates a new task | Task Creation | User | UC04 | Creating a task | Task Confirmation page/message box | Task Page |
| User sets up a deadline in the calendar | Calendar Interaction | User | UC05 | Choosing a Date | Date Confirmation page/message box | Updated Calendar |
| User categorize tasks | Category dropdown is selected | User | UC06 | Categorize Task | Display Tasks of the selected category | Task Page |
| User Registration | Registering | User | UC07 | User Register | A new account is created | Home Page |

## Reference

Satzinger, J., Jackson, R., Burd, S.D. (2008). Systems Analysis and Design in a Changing World (5th ed.). Course Technology. p. 169.