

Makayla Tonne

PROJECT CHARTER DOCUMENT

Prepared by Senior Project Team
Go Gitters



College of Engineering and Computer Science
Department of Computer Science

Date: 02/18/2024

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1.0 INTRODUCTION.

This is the Project Charter document for MKActive for Makayla Tonne as MKFit. This project is being undertaken by the development team The Go Gitters, comprised of undergraduate students majoring in Computer Science at California State University, Sacramento. The team members are enrolled in a two-semester senior project course required of all undergraduate majors. Successful delivery of the desired software product will fulfill the senior project requirement for the student team members.

PROJECT PRODUCT OWNER

Name: Makayla Tonne

Title: Owner

Organization: MKFit

Contact Information:

Phone Number: (925) 577-6051

Email address: Getfitwithmakayla@gmail.com

DEVELOPMENT TEAM - The Go Gitters

Name: Michael Partridge

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Name: Stephanie Nutter

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Name: Isaiah Samaniego

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Name: Christian Vela Pasillas
Email address: velapasillaschris@gmail.com
Phone number: (916) 957-9904

1.1 Purpose.

The purpose of this document is to describe the details of the project, its rationale, its goals and its participants. In general, this document is designed to build a mutual understanding between the Developers and the Product Owner by solidifying course and project expectations. This document will cover all agreements and expectations that the Developers have for the Product Owner and that the Product Owner has for the Developers.

1.2 Overview of Contents of Document.

Section 2.0 PROJECT PRODUCT OWNER AND PRODUCT OWNER NEEDS.

This subsection identifies the project's Product Owner and describes the Product Owner's business needs. We will also cover the context in which the proposed software is to be used.

Section 3.0 ACADEMIC NATURE OF THE PROJECT.

This subsection contains a variety of issues that need to be documented because of the quasi-academic nature of the work done by the Senior Project GoGitters team.

Section 4.0 PRODUCT OWNER AND THE GO GITTERS TEAM APPROVALS.

This subsection briefly specifies the project agreement. A sign-off sheet should be included which indicates approval of an agreement to the conditions and commitments contained in the Project Charter.

Appendix A.

Appendix A Contains resumes which provide information about the qualifications of each member of the development team.

Appendix B.

This statement is a commitment for the collaboration between <Michael Partridge, Brian Hert, Stephanie Nutter, Ramin Selseleh, Isaiah Samaniego, Nicholas Gaudet, Phillip Avila, Christian Vela Pasillas>

2.0 PROJECT PRODUCT OWNER AND PRODUCT OWNER NEED.

2.1 Product Owner Identification.

Makayla Tonne, Owner of the personal training business MKFit.

2.2 Product Owner's "Business".

Makayla is an independent personal trainer based out of Woodland California. Her training business MK Fit provides one-on-one training in physical fitness for people of all ages. Makayla often works through her local gym to find clients who are looking to start their workout journey and assists in finding the right exercises for them. Furthermore, she offers dietary advice so that customers achieve the greatest results possible.

2.3 Description of the Need.

Our fitness app will allow for easy scheduling between Trainer and Trainee as well as create an encouraging environment for MK Fit's customer base. The ease of use will inspire her customers to continue and return to training as well as recommend MK Fit to more potential customers. Creating an app where users enjoy using it based on its tools and friendly user interface. The data we can gather from meal tracking and progress reports will also save Makayla time that she could otherwise use to craft a more personalized training routine and diet plan.

1. Login/Signup
 - a. Login
 - i. Login with username
 - ii. Password
 - b. Signup
 - i. First/Last name
 - ii. password
 - iii. Username
 - iv. Phone number
 - v. Email
 1. Height

2. Weight
 3. Current picture
 4. Calculated BMI
 - vi. Pre Activity Readiness Questionnaire Form (PARQ Form)
 - vii. Personal Training Liability Waiver
2. Home Page
- a. Logo
 - b. Morning Motivation Text
 - c. Next Appointment Message
 - d. Confirmation/Cancel Appointment Button
 - e. Today's Progress Input Button (Takes user to the "Today's Input page")
 - f. Settings / Profile Button
 - g. Message / Notification Button
 - h. Navigation Bar with Swiping Capabilities
 - i. Calendar / Appointment Button
 - ii. Workout Plan / Exercise Library Button (Potentially just a PDF file that includes the workout for that time period)
 - iii. Homepage Button
 - iv. Meal Tracker Button
 - v. Progress Picture
 - vi. Weight graph
3. Settings page
- a. Display/Update Height, Weight
 - b. BMI calculated based on height & weight
 - c. Change Password, Email, Phone Number, First/Last name
 - d. Profile Picture
 - e. Signout Button
 - f. Push notifications
 - i. Notifications regarding messages between coach and customer
 - ii. Appointment reminder
 - iii. Motivational morning messages
 - iv. Payment reminder
 - v. Toggle Push Notifications on/off
 - g. Email notifications
 - i. Signup authentication emails
 - ii. Password reset emails
 - iii. Newsletter regarding anything new that the coach may be offering
 - iv. Appointment Reminder
 - v. Payment Reminder

- vi. Toggle push notifications on/off
 - h. Allow Trainer access to data
 - i. Client Profile
 - i. First/Last Name
 - ii. Weight tracking
 - iii. BMI Tracking
 - iv. Calorie Intake/Burned information
- 4. Message / Notification Page
 - a. Received Message / Notification List
 - b. Send Message Button
 - c. Delete/Unsend Message Button
- 5. Today's Input Page
 - a. Add Meal details
 - i. Macro Calorie input
 - b. Total Calorie Intake / Burned based on what the client enters
 - c. Current Weight Input
- 6. Scheduling
 - a. Current Month Calendar Display
 - i. Current Day Highlighted
 - ii. Appointment days highlighted
 - iii. Book Appointment Button
 - 1. Select Available Day
 - 2. Select Available Time
 - iv. Cancel Appointment Button
 - 1. Select Booked Day
 - 2. Confirmation
- 7. Workout Plan / Exercise Library Page
 - a. A place for the user to type in exercise, number of sets and repetitions, plus weights that were used. Visible to both trainee and trainer
 - b. User's Workout Plan
 - i. Current Workout plan with a list of recommended weight and repetitions (May redirect the client to the PDF file where they'll be able to see this week's workout/diet routine).
 - ii. Exercises link to Photo / Video tutorial with description. Potentially linked to an external website such as YouTube where videos can be seen.
 - iii. Access to all videos / pictures uploaded by the trainee.

8. Meal Tracker Page
 - a. Today's input button
 - b. The customer will be able to input details about the meals that they have consumed. Macro/Micro counter.
 - c. Total displayed for the day.
9. Progress Page
 - a. Page which included all progress pictures in order of upload and date of when taken.
 - i. Start weight and Current weight + Graph of progress over time
 - ii. Start BMI and Current BMI + Graph of progress over time
 1. Calculate in app using already imputed data
 - b. Both graphs will be visible, showing the progress the client had made.
10. Admin Profile
 - a. View Upcoming appointments
 - i. Cancel / Book for clients
 - ii. Reschedule for clients
 - b. Client Search
 - i. Modifiable client workout plan, such as sending new workouts. diet routine
 - c. Add new / edit existing exercises in database
 - i. Add / edit exercise name
 - ii. Add / edit videos / picture tutorials
 - iii. Add / edit Description
 - iv. Add / edit exercise tags (i.e. Arms, legs, etc)
 - d. Send Clients messages
 - e. Typing motivational message that is going to go out
 - f. Access allowed client progress data
11. Database features
 - a. Stores customer's information
 - i. Name and Last Name
 - ii. Email Address
 - iii. Height / Weight / Calculated BMI
 - iv. Their dietary intake / burned that they have inputted
 - v. Messages between customer and coach
 - b. Stores employees

- i. Admins have special designations

2.4 Assumptions and Constraints.

The project will be developed until Dec. 6, 2024. Development after the stated date is left to the discretion of the Developers. Developers expect to finish the project by the stated date, but in failure to do so, the project shall be delivered as-is with no guarantees.

Developers should not incur any fees or costs during development.

The project shall be developed so that it may be run on the Product Owner's own hardware or by using cloud computing. Any fees or costs to run the software are the responsibility of the Product Owner.

(The client is highly encouraged to donate to the Department of Computer Science, at CSUS, to support Senior Project orientation and showcase.)

2.5 Limiting Conditions.

Developers expect timely and consistent feedback from the Product Owner throughout the development to prioritize requirements, review and approve work done, and to inform the Developers of any changes that might occur.

3.0 ACADEMIC NATURE OF THE PROJECT.

This subsection contains a variety of issues that need to be documented because of the quasi-academic nature of the work done by the Senior Project team The Go Gitters.

3.1 Goals.

The senior project experience is designed to accomplish two goals:

- 1) To develop and deliver a software system to the benefit of the Product Owner and user community by creating multiple features for the training app.
- 2) To provide the senior project team with a learning experience in which an agile software development methodology (SCRUM) will be used for the development of a Product Owner proposed software system.

3.2 General Disclaimer.

All students majoring in Computer Science at CSUS are required to complete a two semester, senior project. The project proposed, MKActive, is expected to fulfill this requirement for the project team of <Ramin Selseleh, Michael Partridge, Stephanie Nutter, Brian Hert, Isaiah Samaniego, Nicholas Gaudet, Phillip Avila, Christian Vela Pasillas>. The intent of the senior project and therefore the team is to deliver a high-quality product that meets the Product Owner's expectations.

However, neither the students, faculty adviser, nor CSUS can be held responsible for any errors in the delivered software product, failure to meet any of the specified requirements, or failure to deliver the software.

Furthermore, due to the academic nature of the experience and its requirement for graduation, students cannot be paid for the work associated with the project.

3.3 Support Limitations.

Upon completion of the project and delivery of the proposed software, neither the team, The Go Gitters, nor any representative of CSUS is obligated to provide software maintenance or additional support. If additional support is needed, it is at the discretion of the Developers to provide additional support.

Ownership of the Product

Makayla Tonne maintains nominal ownership of the software and the Product Owner will receive all specified documentation along with the software, including both source and executable code. Also, the CSUS Computer Science Department reserves the right to use the documentation and product as examples of student work.

3.4 Other Disclaimers.

The resulting software requires a running server to be utilized. The Developers are not responsible for providing a server for the software to run on. Procuring a server may result in additional costs for the Product Owner.

4.0 PRODUCT OWNER AND THE Go Gitters TEAM APPROVALS.

The Go Gitters agree to develop and deliver, to the best of their ability, a visitor management application, MK Active, that has the general features specified in section 2.3 (subject to change) for the Product Owner, Makayla Tonne. In addition, the Product Owner and the Go Gitters agree to have bi-weekly meetings beginning in Feb 2024 to discuss the progress of the project and any potential changes that need to be made.

4.1 Project Charter Approvals.

The following signatories agree to the terms and conditions as specified in the Project Charter.

Product Owner (*signature*): _____

Title: _____

Company, Agency, Non-profit or other affiliation

Team Name: GoGitter

Team members (signatures):

Stephanie Nutter _____

Phillip Avila _____

Ramin Selseleh _____

Brian Hert _____

Christian Vela Pasillas _____

Michael Partridge _____

Isaiah Samaniego _____

Nicholas Gaudet _____

Date: 02/18/2024

APPENDIX A. Project Team Experience.

Ramin Selseleh

Contact Information:

(916-218-8864, selselehramin6@gmail.com / raminselseleh@csus.edu)

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2024

Skills:

Python, Java, Assembly Language, SQL, C, C++, Unix

Work Experience:

Information Technology Student Assistant
Student Assistant: Sierra College

Post Graduation goals: Get my required certificates needed for cybersecurity and follow that field either in the private sector or within the government.

Project and Teamwork Experience:

Worked with my team and successfully finished and delivered an app in CSC - 130

Awards and Affiliations:

Dean's Honor Roll, MESA, Phi Theta Kappa honor society

Christian Vela Pasillas

Contact Information: (916) 957-9904 • velapasillaschris@gmail.com / christianvelapasill@csus.edu)

Education:

Bachelors of Science - Computer Science
California State University, Sacramento, Expected Grad Date - Dec 2024

Skills:

Programming Languages: Java, Python, C, C++, Assembly,
Web Development: HTML, CSS, PHP, JavaScript.
Database Management: SQL, MySQL.

Operating Systems: Linux, Version Control: Git (GitHub), Project Management: Scrum, Agile, Trello Software Development: Object-Oriented Design, MVC Frameworks, Bootstrap.
Data Analysis: R Programming, Tableau.
Microsoft Office Suite: Word, Excel, PowerPoint, Outlook, OneNote.

Post Graduation goals:

After I finish school, I want to get a job in Web Development. I like both making websites look good (front-end) and making them work (back-end). Also, I'm really interested in Cybersecurity because it sounds interesting and important.

Project and Teamwork Experience:

Worked with a team on CSC-131 class and successfully finished a Movie Recommendation App.

Awards and Affiliations:

-CISCO - Member | Society of Hispanic Engineers Club (SHPE) -Member of SHPE Club | -MESA (Mathematics, Engineering, Science Achievement).

Brian Hert

Contact Information: ((209) 981-6252, brianhert209@gmail.com / bhert@csus.edu)

Education:

Bachelors of Science - Computer Science
California State University, Sacramento
Spring 2025

Skills:

Languages: Java, Assembly, C, Python, HTML
Tools: Git, Linux, Windows, jGRASP, MobaXterm, Eclipse
Other Skills/Knowledge: Software/Hardware Testing, Scripting, Data/Business Analysis

Post Graduation goals:

Some of my graduation goals are to get some work experience and possibly land a job in the cybersecurity, software developing, or web developing field. I would also like to continue to learn and gain more knowledge by possibly joining a bootcamp in order to expand my skills.

Project and Teamwork Experience:

For the project in Java I implemented a character to walk in all directions by providing the proper data structure code in my CSC 130 class. Teamwork experience I was able to provide key information about a company and the benefits they provide in my csc 137 group presentation.

Awards and Affiliations:

-MESA (Mathematics, Engineering, Science Achievement).

Michael Partridge

Contact Information:

Phone Number: (925) 364-1420

Email Address: michaelzp7@hotmail.com

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2024

Skills:

Programming Languages: Java, C, HTML, CSS, Javascript, SQL

Tools: Eclipse, VSCode, Android Studio, Linux, Blender, Git, Photoshop

Methodologies: Agile, Object Oriented Programming, Scrum

Post Graduation goals: My goal is to land a software development internship or job soon after graduation to finally break into the field. My focus is on the development of applications and games or anything else that involves creating the best user experience for clients and customers.

Project and Teamwork Experience: I have built many small games in Java and C++ all with different applied skills. The most recent being a clone of the game Snake that I built in android studio which utilized many popular design patterns and clever manipulation of 2D computer graphics. I am also currently working on a portfolio website for myself to hone my skills in web development.

Isaiah Samaniego

Contact Information:

Phone Number: (916)582-1337

Email Address: daniellosamaniego@csus.edu

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Spring 2025

Skills:

Programming languages: Java, C++, Python, HTML, JavaScript, SQL, Assembly

Tools: Eclipse, IntelliJ, VSCode, Git

Post Graduation goals:

My post graduation goal is to land an internship or entry level position in the field of Software Development. While I am looking for job opportunities I plan to freelance and build a strong portfolio to better my chances at landing a career.

Project and Teamwork Experience:

Communicated and worked with my team in CSC 130 to complete and deliver a project. In CSC 131 my team and I created a website that allowed the user to switch between two different modes(parent and child). This website was used to teach children with special needs by showing pictures and allowing the children to answer what the picture described. Pictures were stored in a database, the parent could also add more pictures if needed.

Awards and Affiliations:

-Dean's Honor Roll

Phillip Avila

Contact Information:

Phone: (530) 867-2865

Email: pavila@csus.edu

Education:

Bachelor of Sciences, Computer Science Spring 2025
California State University Sacramento

Skills:

Languages: Java, C, Python, SQL

Tools: Eclipse, Git, VsCode, MobaxTerm, Blender

Methodologies: Scrum, Agile

Post Graduation goals: My goal is to transition full time, into a information Technology specialist position with the State Compensation insurance fund, which I am currently working for as a student assistant. I am still exploring options in regards to which team I would like to be with when I join.

Project and Teamwork Experience: Led 2 group projects. The first being for my software engineering course and the second being for my Data Mining Course in which I designated tasks to all team members and made sure that we were meeting deadlines by assisting them and in any capacity and making sure everyone was not overwhelmed by their workload.

Awards and Affiliations:

- Member of the Pioneer High School Academy of Computer Engineering Sciences (ACES) Partnering with Sacramento city college (2016 - 6/19)

Nicholas Gaudet

Contact Information:

(916) 878-0665

ngaudet@csus.edu

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2024

Skills:

Languages: Python, Java, C, bash, Racket

Databases: Proficient in creating efficient database schemas utilizing ER diagrams to map relationships into relational data structures which can then be implemented using SQL

Post Graduation goals: To get industry experience preferably working with companies looking to push technological bounds and then consider postgraduate studies in computer science.

Project and Teamwork Experience:

Developed a grading application utilizing rest API technologies with spring boot and mongodb

Created a machine learning library using numpy and pandas

Awards and Affiliations:

Dean's Honors List

Stephanie Nutter

Contact Information:

(916) 508-0480

snutter@csus.edu

Education:

Bachelors of Science - Wildlife, Fish, and Conservation Biology
University of California, Davis; 2015

Associate of Science - Biological Sciences				
Sierra	College,	Rocklin,	California;	2013
Associate	of	Science	-	Natural Sciences
Sierra	College,	Rocklin,	California;	2013
Associate	of	Science	-	Computer Science
Sierra College, Rocklin, California; 2022				
Bachelors of Science - Computer Science				
California State University, Sacramento, Expected Graduation Date - Dec 2024				

Skills:

Programming Languages: Java, Python, C, Assembly, Bash scripting, Perl
 Web Development: HTML, CSS, JavaScript
 Database Management: SQL, MySQL
 Operating Systems: Linux, Windows
 Data Analysis: R, Microsoft Excel
 Microsoft Office Suite: Word, Excel, PowerPoint, Outlook, OneNote

Post Graduation goals:

I may return to my previous work at the State of California or the United States Government to secure work experience in the computer science field; I plan to work from home so that I might care for my family.

I am highly interested in applied mathematics and their use in Digital Security.

Project and Teamwork Experience:

Current Employment: Freelance writer; communication with clients is frequent, accepting revisions when necessary. This is a flexible role that requires independence and personal responsibility.

Previously worked actively with clients at a veterinary clinic.

Worked in an office environment for the State of California, where I offered tech support to my colleagues when necessary.

CSC 131 - Using Agile development methodology, we designed a blockchain application for scheduling and planning travel.

APPENDIX B. The following statement of rights and responsibility provides the context for the commitment to collaboration between Go Gitters and Makayla Tonne, MKFit.

As a project's Product Owner, you have the right to:

1. Expect the team to speak your language.
2. Expect the team to learn about your business and your objectives for the system.
3. Expect the team to structure the requirements information you present into a software requirements specification.
4. Have the team explain requirements for work products.

5. Expect the team to treat you with respect and to maintain a collaborative and professional attitude.
6. Have the team present ideas and alternatives both for your requirements and for implementation.
7. Describe characteristics that will make the product easy and enjoyable to use.
8. Be presented with opportunities to adjust your requirements to permit reuse of existing software components.
9. Be given good-faith estimates of the costs, impacts, and trade-offs when you request a requirement change.
10. Receive a system that meets your functional and quality needs, to the extent that those needs have been communicated to the team and agreed upon.

As the project's product owner, you have the responsibility to:

1. Educate the team about your business and define jargon.
2. Spend the time to provide requirements, clarify them, and iteratively flesh them out.
3. Be specific and precise about the system's requirements.
4. Make timely decisions about requirements when requested to do so.
5. Respect developers' assessments of cost and feasibility.
6. Set priorities for individual requirements, system features, or use cases.
7. Review requirements documents and prototypes.
8. Promptly communicate changes to the product's requirements.
9. Follow the team's defined requirements change process.
10. Respect the requirements engineering processes the team uses.

Karl E. Wiegers authored these two lists. Each speaks to the need for both the team and the Product Owner to share the responsibility of ensuring the software product that is developed is based on accurate and complete requirements. The two lists along with additional explanations for each item is available at the following web address:

<http://www.processimpact.com/articles/customer.pdf>