Lego Haryanto

PROJECT CHARTER DOCUMENT

Prepared by Senior Project Team
CtrlAltDelete

College of Engineering and Computer Science
Department of Computer Science

Date: 10/14/2023

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1.0 INTRODUCTION.

This is the Project Charter document for CtrlAltDelete for Lego Haryanto. This project is being undertaken by the development team CtrlAltDelete, composed 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: Lego Haryanto
    Title: Code Ninjas Owner
    Organization: Code Ninjas
    Contact Information:
        (415) 283-6029
        legoharyanto@gmail.com

DEVELOPMENT TEAM - CtrlAltDelete

    Name: Nikolay Chkhaylo
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    Name: John Vardanyan
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    Email address: abhargava@csus.edu

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Name: Jeremy Vuong
Email address: jeremyvuong@csus.edu
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Name: Elina Grigoryan
Email address: egrigoryan@csus.edu
Phone number: (916) 945-8233

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 will create a mutual understanding between the Developers and the Product Owner of what is expected over the course of the project. 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. The project to be developed will help the Product Owner, Lego Haryanto, use a task management system to aid in day-to-day Code Ninjas' responsibilities. This task manager, NinjaManager, will be used by Code Ninja management.

1.2 Overview of Contents of Document.

Section 2.0 PROJECT PRODUCT OWNER AND PRODUCT OWNER NEED.
This subsection identifies the project's Product Owner and describes the Product Owner's "business". After reading these subsections the Product Owner should be convinced that the team has an understanding of the Product Owner's organization and business and therefore 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 team.

Section 4.0 PRODUCT OWNER AND THE CTRLALTDELETE TEAM APPROVALS.
This subsection indicates briefly what specifically is being agreed to. 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 Nikolay Chkhaylo, Elina Grigoryan, Jeremy Vuong, Navid Baghaei, Ashley Palencia - Wisniewski, John Vardanyan, Arjun Bhargava, and Madusha Yakupitiyage.

2.0 PROJECT PRODUCT OWNER AND PRODUCT OWNER NEED.

2.1 Product Owner Identification.

Lego Haryanto, Code Ninjas Owner

2.2 Product Owner's "Business".

Lego Haryanto is the owner of three Code Ninjas centers in the Sacramento area and the Director of Product Development at Oracle. Lego oversees and collaborates with the administrative team at Code Ninjas to ensure that customers, employees, and management are well-supported and efficiently supervised. Lego collaborates with management on a daily basis to ensure that all tasks and issues are addressed. Lego is the point of contact for all management and business tasks/questions.

2.3 Description of the Need.

The client's expectation is that the project will be fully functional and suitable for daily administrative use by Code Ninjas. The team is expected to collaborate effectively and efficiently to deliver a functional product in the near future. The client's primary request is for a task management system to facilitate the day-to-day responsibilities of the Code Ninjas administrative team. This system will enable the team to handle various customer requests, including freezing or canceling memberships, upgrading or downgrading membership programs, addressing complaints, conducting business outreach, and updating client information, among other tasks. The client expects the NinjaManager to be integrated with the current Code Ninjas Dashboard that current employees use. The client expressed a need for a task manager that will allow the management team to keep track of tasks and projects.

The expected functionalities of the software include efficient task tracking and delegation among team members. The client requested that the website be clean and easy to work with. The website, NinjaManager, will initially feature a login page with authentication. On the login page,

the user will have the option to sign in and/or change their password. All admin accounts will be created and validated. Once verified, the login authentication will grant access to the user.

Once the user is logged in, NinjaManager will have a navigation bar with options of "Home", "Create Task", "Calendar", "Overview", and "History". Each of these options will take the user to the corresponding page that displays the respective information. The "Home" page is what the user will see once they have logged in. Here, the "Home" page will display the past due and in-progress tasks. The client has specified the need for each task to have a status indicator, indicating whether it is in progress, past due, or completed.

The user can select the "Create Task" option from the navigation bar, which will open a popup allowing them to create a new task. The client has requested that the task creation process be straightforward, with options to create the task, assign a due date, set the priority level, assign it to an employee(s), and provide a task description.

The user also has the option to navigate to the "Calendar", which will display the corresponding month and show what tasks are due in a calendar view. The user can click on the task of the day to get more information. The "Overview" option will provide more information about in-progress and past-due tasks, with all the details displayed. In the "Overview" section, the user has the ability to edit tasks. If the user chooses to edit a task, they will be prompted to an "Edit Task" popup where they can make any necessary changes such as editing all the preexisting task information.

The "History" option is where the user can find all the completed tasks. In the "Home" page, "Overview" page, and "History" page, the user will have the ability to filter through all the tasks and search for a specific task. The user can search/filter through tasks by status, due date, priority, and keywords. The navigation bar will remain visible on all pages. Additionally, each page will have a menu option in the navigation bar where the user can find more information about their account, such as their name and email address, and a log-out option.

In summary, NinjaManager will offer the following options:

- Creation of tasks
- Setting deadlines for tasks
- Assigning or removing employees to tasks
- Sending tasks to the backlog if not completed
- Adding or removing admin control over the task manager
- Categorizing tasks as in progress, past due, or completed
- Assigning task importance levels
- Accessing a calendar to check dates

- Viewing completed tasks
- Ability to filter/search tasks.

2.4 Assumptions and Constraints.

The project will be developed until May 17, 2024. 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. Any fees or costs during development are the responsibility of the Project product owner to pay.

The project shall be developed so that it may be run on the Product Owner's own hardware. 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, CtrlAltDelete.

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.
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, NinjaManager, is expected to fulfill this requirement for the project team of Nikolay Chkhaylo, Elina Grigoryan, Jeremy Vuong, Navid Baghaei, Ashley Palencia - Wisniewski, John Vardanyan, Arjun Bhargava, Madusha Yakupitiyage. 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, CtrlAltDelete, nor any representative of CSUS is obligated to provide software maintenance or additional support.

Ownership of the Product
Nikolay Chkhaylo, Elina Grigoryan, Jeremy Vuong, Navid Baghaei, Ashley Palencia - Wisniewski, John Vardanyan, Arjun Bhargava, and Madusha Yakupitiyage maintain 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 CRTLALTDELETE TEAM APPROVALS.

CtrlAltDelete agrees to develop and deliver, to the best of their ability, a task management web system, NinjaManager, that has the general features specified in section 2.3 for the Product

Owner, Lego Haryanto. In addition, the Product Owner and CtrlAltDelete agree to have bi-weekly meetings beginning in September 2023 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*): _Lego Haryanto_

Title: Owner, Code Ninjas - Rocklin/Folsom/Roseville

Company, Agency, Non-profit or other affiliation

Team Name: CtrlAltDelete

Team members:

Nikolay Chkhaylo

Elina Grigoryan

Jeremy Vuong

Navid Baghaei

Arjun Bhargava

Ashley Palencia - Wisniewski

Madusha Yakupitiyage

John Vardanyan

Date: _____10/14/2023_____

APPENDIX A. Project Team Experience.

TEAM MEMBER RESUMES

Nikolay Chkhaylo

Contact Information
Phone number: (916)-586-9968
Email address: chkhaylon@gmail.com

Education:
Pursuing Bachelors in computer science

Skills:
Python, Java

Project and Teamwork Experience:
Worked on a text based vending machine

Jeremy Vuong

Contact Information:
Email address: jeremyvuong@csus.edu
Phone number: (916)-628-1089

Education:

Bachelor of Sciences, Computer Science	Spring 2024
California State University Sacramento	

Associate in Science, CIS - Computer Science	Spring 2021
Consumnes River College	

Certificate of Achievement, Computer Science	Spring 2021
Consumnes River College	

Skills:
Java, Python, C++, C, JavaScript, HTML, React, CSS, SQL
OOP, Algorithms, DBMS, Web Development, Machine Learning

Post Graduation goals:
Pursue a career as a software engineer or systems engineer.

Project and Teamwork Experience:
Web development project – My team and I built a webform creator similar to
Drupal using Node.js, React, and SQL.

Awards and Affiliations:
Dean's Honor List: Fall 2022, Spring 2023
California State University Sacramento

Arjun Bhargava

Contact Information:
(408-482-7988 and abhargava@csus.edu)

Education:

Bachelor of Sciences, Computer Science	Spring 2024
California State University Sacramento	

Skills:
Java, Python, C, C++, Python, MySQL, HTML, CSS, React, Javascript

Work Experience:
 Assistant Manager - Turmeric Restaurant

Post Graduation goals:
Obtain a Master's in Computer Science or find work in AI and machine learning working closely with the gpu.

Project and Teamwork Experience:
Several months of creating an app using react js and working with node js for Vendia.

John Vardanyan

Contact Information:

(916) 969-8196, johnvardanyan@csus.edu

Education:

Bachelor of Sciences, Computer Science   Spring 2024
California State University Sacramento

Skills:

Java, Python, C++, C, C#, MySQL, HTML, UNIX

Work Experience:

California Energy Commission - *Student Assistant*

Post Graduation goals:

Obtain a position at a State level position such as CALTRANS or a private company such as Intel, Hewlett-Packard, etc.

Project and Teamwork Experience:

Experience working in a team environment in multiple courses during my enrollment at Sacramento State. Additionally, I have gained teamwork experience during my student assistant position at California Energy Commission.

Madusha Yakupitiyage

Contact Information:
(916-706-9354 & madushayakupitiyage@csus.edu)

Education:
Pursuing Bachelor of Sciences, Computer Science   Spring 2024
California State University Sacramento

Associate's in Computer Science   Spring 2022
Cosumnes River College, Sacramento

Skills:
(JAVA, Python, C++, C, MySQL, UNIEX, HTML, Assembly.)

Work Experience:
IT Student Assistance - Department of HealthCare Services
Office Technician - Department of Water Resources
Restaurant Manager - McDonald's

Post Graduation goals:
After completing my degree, my primary goal is to step up within my current department as a software engineer.

Project and Teamwork Experience:
I have gained valuable hands-on experience and have been a productive team member since I started at Sac State. Additionally, I have worked on several projects throughout the last year, including the Design and Implementation of a Task Manager in Linux (Python) and an E-signature Management Application.

Awards and Affiliations:
Dean's Honor Roll 2021-2023, California State University Sacramento, Honer-Cosumnes River College, Sacramento

Navid Baghaei

Contact Information:
(916-365-3930 and navidbaghaei@csus.edu)

Education:
Bachelor of Sciences, Computer Science   Spring 2024
California State University Sacramento

Skills:
(e.g. Java, SQL, Assembly, FlutterFlow)

Work Experience:
Post Graduation goals: Obtain a position using the knowledge I have gained throughout my years in college. Work towards a Master's degree if the employer assists with tuition.

Project and Teamwork Experience:
Worked with a team to develop an app for Ansync Labs that uses a QR scanner to access information / change the status of an item going through manufacturing.

Elina Grigoryan

Contact Information:
(916) 945-8233 and egrigoryan@csus.edu

Education:

Bachelor of Sciences, Computer Science   Spring 2024
California State University Sacramento

Associate of Science, Natural Science & Computer Science   Spring 2021
Sierra College

Skills:
Java, Python, C/C++, Javascript, MySQL

Work Experience:
Information Technology Intern - Department of Justice
Lead Code Sensei - Code Ninjas
Office Assistant - Sierra College Career and Transfer Connections

Post Graduation goals:
My post-graduation goals are to begin working as a Software Developer and obtain a MBA or MIS.

Project and Teamwork Experience:
Web Form Generator - Customizable Web survey generator using React, Node.js, and MySQL database.

Non-profit Church Website - Front end and database management for requests

Awards and Affiliations:
Deans Honor List 2022, 2023
Secretary of ACM (Association for Computing Machinery) Sac State Chapter
Martin Liebert Memorial Endowment Scholarship Recipient

Ashley Palencia – Wisniewski

Contact Information:
(916) - 479 – 1919
Ashleypalencia-wisn@csus.edu

Education:

Bachelor of Sciences, Computer Science	Spring 2024
California State University Sacramento	
Associate of Science, Computer Science	Spring 2021
Cosumnes River College	

Skills:
Familiar with Java, Javascript, C, C++, MySQL, and Python languages.
Familiarity with Scrum Agile methodology and processes.

Work Experience:
Cardinal Health – Warehouse Associate
Grocery Outlet – Department Manager
Grocery Outlet – Merchandising Associate
PetSmart – Support Manager
PetSmart – Lead Cashier
PetSmart – Sales Associate

Post Graduation Goals:
Pursue a position as a Software Engineer using the skills & knowledge gained throughout my academic career.

Project and Teamwork Experience:
Classroom Chat App – Springboot messaging application for Students and Teachers grades K – 12.
Software Testing & Quality Assurance – automated Fuzz test suite for Vendia Share's GraphQL API.

Awards and Affiliations:
Dean's Honor List, 2022
Phi Theta Kappa Academic Honor Society, 2012 – Present

APPENDIX B. The following statement of rights and responsibility provides the context for the commitment to collaboration between CltAltDelete and Lego Haryanto, Code Ninjas.

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 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 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.