PROJECT CHARTER

Project Name	SuggestMe Music
Date Produced	Oct 3rd
Project Goals	[This section defines what the project will achieve and how it supports the goals of the organization.] This project would get music listeners better music recommendations and increase user experience and it would potentially revolutionize the streaming industry.
Project Objectives	[This section defines the specific and measurable outcomes that are required to achieve the project goals.] - An account database that saves users picks and recommendations - A working search function that gives results and genres -A working algorithm that gives similar results to users picks - A function that collects feedback on suggestions
Project Budget	[This section contains the funds available for the project.] $100
Project Sponsor	Timothy Maciag – Instructor
Project Manager	Timothy Maciag – Instructor

Additional Key Project Stakeholders

Mubarak Abiola Keshiro Front-end developer

Amandip Padda- Back end developer
Swarnim Amit Kumar- Quality Assurance Engineer

Overall Project Milestones	Dates
Idea development	October 15th
Front end	November 2nd
Back end	November 10th
Testing/ Quality assurance	December 1st
Project delivery	December 6th

Overall Project Risks

- Lack of proper experience and expertise to achieve this goal
- Improper technology to achieve this project