PROJECT CHARTER	
Project Name	FitBro
Date Produced	Oct 11th, 2024
Project Goals	The goal of this project is for us to have a deeper understanding of the Model View Controller development process, through a practical application. Developing this knowledge will allow us to build and maintain more advanced applications, by developing our software development and design skills. The secondary goal is to develop a functioning application that provides users with accurate in-time tracking of their workouts, which is easy to use and learn.
Project Objectives	The FitBro project hopes to provide an easy-to-use, accurate, and reliable workout tracking application that helps its users track their workouts, identify their performance, and make it an easier experience to care for your health at the gym. Important objectives include - Easy-to-use User Interface - Reliable data storing that is easy to retrieve - Accurate visualization of user performance
Project Constraints	Project constraints consist of the following: - Budget constraints - Team size - Time constraints, the project needs to be completed within 3 months - Hardware/Software constraints
Project Budget	≈$3,650
Project Sponsor	Yogesh Sharma
Project Manager	Yuval Glozman

Additional Key Project Stakeholders

Zana Osman - Lead Developer
Aaron Borja - Front-end Developer

Overall Project Milestones	Dates
-LoFi Prototype	Due: October 20th, 2024

-HiFi Prototype	Due: October 31st, 2024
-Developed Prototype	Due: November 15th, 2024
-Developed Final Project	Due: December 1st, 2024
-Final Paperwork Submission	Due: December 8th, 2024

Overall Project Risks

Time Constraints - some aspects of the application may be underdeveloped than others due to the time allotted, and other classes

Inexperienced methodologies in programming languages, etc. - methodologies and languages that will be incorporated will take time to learn, leading to potential risks of delaying project milestones. The rate of errors in development can also lead to decreased productivity.

Unanticipated technical errors - implementing MVC and other tools for the first time comes with challenges that could result in possible rework and discontinuation of features.

Insufficient Resources - due to the constraints of hardware/software, there is a possibility of efficiency being reduced and slower development time