

Project IP-172-AR-Tutorial

PROJECT CHARTER

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Sponsor: Michelle Spencer

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Preface

The purpose of this document is to outline the Charter for IP-172-AR-Tutorial. It serves as an agreement between the project team, the sponsor and the supervisor. It outlines the project’s purpose and how the project will be approached, resourced, managed and delivered. Any amendments after this document has been signed off will be via addenda.

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# Project Summary

The objective of the project is to develop an Augmented Reality learning environment which provides tutorials on science equipment. This project was offered as a new method of teaching new scientist how to use equipment and get themselves comfortable without the requirement of a supervisor.

The main objective of this project is to provide an AR tutorial for science equipment that is handsfree.

# Project Sponsor

The project sponsor is Michelle Spencer of RMIT STEM Centre for Digital Innovation.

RMIT STEM Centre is a university which specializes in teaching technology

# Stakeholders and End Users

The key stakeholder is Michelle Spencer. She is the stakeholder as she is the sole product owner of the project.

# Appointment of Project Leader

The project leader is Kyriece Dam. The project leader was appointed unanimously by the team due to his experience with GitHub and intercommunication skills.

# Project Team Members

The project team members and their respective roles are:

Kyriece Dam – Project Leader

Zhengchao Sun – Developer

Ryan Geraghty -

Dylan Sanasy -

# Project Methodology and Approach

The project will be undertaken with an agile approach with weekly sprints. This methodology was selected by the team as it was the methodology the team was both most familiar with, and found most effective. This is because an agile methodology allows for realistic and flexible development. That is, the approach allows for frequent feedback and changing of priorities as the project progresses.

# Project Governance

The Governance model is as follows:

Project will be governed by the product owner and team. The team and product owner will meet weekly on Thursday 10am online to discuss the projects weekly goals, progress, and suggestions. Once the team and product owner have agreed on what the goals are for the week, the team will then work on completing those user stories and the backlog until the product is finished. This will be done under the guidance of Ian Peake, the mentor for this project.

To communicate effectively between the team, we will be utilizing discord for general queries, teams for official records, and Trello for allocating tasks.

Kyriece will handle the majority of background documents and organization amongst the team members.

Problems that arise during the development of the project will be handled at the weekly meeting between the team and product owner. In cases where the product owner feels as if the team is under-delivering, the team will discuss the delivered product for the week and the difficulties they faced when working on the project.

# Project Scope & Deliverables

Hands free AR tutorial for at least 1 scientific tool by the end of the development cycle. This product will include the source code, which may be later passed on to another team to further develop the app.