

PROJECT CHARTER	
<b>Project Name</b>	UniGo
<b>Date Produced</b>	September 23 <sup>rd</sup> , 2022
<b>Project Goals</b>	Create a rideshare app for university students and staff to provide a safe, convenient, and affordable transportation option. The app will allow users to quickly and easily book rides, track their vehicles in real-time, and rate their drivers. The web app will be user-friendly and accessible on both iOS and Android platforms. The goal is to make transportation within the university community more efficient and cost-effective while also promoting sustainability. The app will be designed with security and privacy in mind, ensuring that all user data is protected and kept confidential. The development team will work closely with the university to ensure that the app meets all relevant regulations and standards.
<b>Project Objectives</b>	Dynamic user functionality which can be used as a driver as well as a rider. Create a user-friendly interface where users can easily search and book rides. Ensuring safe and secure payment methods Embedded maps which display the number of riders and drivers at a given time in a given vicinity.
<b>Project Budget</b>	\$1000
<b>Project Sponsor</b>	Dr. Tim Maciag, Dr. Kin-Choong Yow
<b>Project Manager</b>	Yash Patel – Frontend Development/ Business Development/ UI Designer  Krupal Patel – Backend Developer/ Business Development/ Documentation Manager
Additional Key Project Stakeholders	
Students at University of Regina	
Faculty of University of Regina	
Overall Project Milestones	Dates
Lofi	September 27 <sup>th</sup> , 2022
Hifi	November 7 <sup>th</sup> , 2022
Final Hifi diagram and features	November 22 <sup>nd</sup> , 2022
Basic HTML pages of lofi	January 15 <sup>th</sup> , 2023
Functional Pages of the whole website	February 10 <sup>th</sup> , 2023
Complete hosting of website and work on GitHub, AWS, App feature improvements	February 18 <sup>th</sup> , 2023
Project demo/Deliverable (with code/user testing and refactoring)	February 25 <sup>th</sup> , 2023
Changes based on user feedback, logo design, PWA responsiveness, in-person scrum.	March 4 <sup>th</sup> , 2023

Change default map, error page, JavaScript error, and landing page.	March 11 <sup>th</sup> ,2023
Project poster due	March 24 <sup>th</sup> ,2023
Project completed and delivered (MVP1)	April 1 <sup>st</sup> ,2023
<b>Overall Project Risks</b>	
<ul style="list-style-type: none"><li>- Technical issues</li><li>- Delays in deliverables</li><li>- Budget overruns</li><li>- Team issues</li></ul>	