PROJECT CHARTER   
for Civilization VI Guide Website

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# **Executive Summary**

Provide high-level, summary information about the project and why it is needed.

This website will serve as a tool for players to use so that they can understand the strengths of each civ and leader and how to play each one. The user will select and deselect which victory conditions they want to achieve in their game and the website will appropriately filter which civs match those victory conditions. Once the user has clicked on a civ, they will be taken to a results page that showcases all details about that civ including leader/civ bonuses, wonders to build, city-states to ally with, and more.

# **Project Purpose**

This project will help players to understand how to use each civilization to the best of their ability. Even though there are plenty of guides online for how to play each civilization in Civ VI, I wanted to put it all in one place for players to use. To my knowledge, there hasn’t been a website like this made for Civ VI before so I thought I would be the first one to do that.

## Business Objectives

A project should support the objectives in the strategic plan. List specific strategic plan objectives and describe how the project supports each one.

# **Project Details**

Describe the project in greater detail.

## Requirements

List the high-level project requirements.

## Scope Statement

A scope statement is a narrative description of the project scope.

## Deliverables

List the project deliverables. A deliverable is a unique and verifiable product, result or capability to perform a service that must be produced to complete a process, phase or project.

## Estimated Schedule

Provide high-level schedule information.

|  |  |
| --- | --- |
| Project Milestones and/or Phases | Estimated Completion Date |
| Start of Project | 2/1/2024 |
| Set up HTML/CSS | 2/15/2024 |
| Create appropriate classes from JavaScript | 2/29/2024 |
| Implement JavaScript into the HTML for functionality | 3/28/2024 |
| Test the website to make sure everything is working properly | 4/18/2024 |
| End of Project | 5/3/2024 |

## Procurements

List the known resources which must be procured.

|  |  |  |
| --- | --- | --- |
| Description | Source | Estimated Cost |
| Deploy website to the web | Wix or some hosting service | Free - $5/month |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

## Risks

From a high-level perspective, identify project risks and provide some analysis.

There may be some complications regarding how to implement the classes of the “civ” object into the website, but that may not be a problem in the future.

## Completion Criteria

The website must be fully functional with functionality that the user can interact with in order to get a detailed analysis of the civ that they are playing and the game-plan that they should have when starting a new game.

## Define Project Success

What specific measurable objectives must the project achieve to be considered successful?

## Assumptions

List the project assumptions.

## Constraints

List the project constraints.

# **Project Authorization**

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

By initialing each page and signing below, I \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, the Project Sponsor, approve the project described herein and authorize it to begin.

By: \_Nathaniel Gordon\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_   
 Signature of Project Sponsor

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 Project Sponsor Printed Name