**Project Charter**

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| Project Title: Cleckhuddersfax E-Convenient Store  Project Sponsor: The British College, Thapathali, Kathmandu  Project Manager: Rohit Pandey  Team Leader: |

Version Control

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| Version | Date | Summary of changes |
| 1 | 2020-02-21 | *Initial project*  *All the necessary things have been done for future scope* |
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Project Justification

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| *A brief summary of the project that includes reference to the commissioning organisation the target end users and providing a justification for initiating the project and the perceived key benefits. Think of the project from the perspective of your customer, this is not about what you want to achieve on the project, but what your customer wants the project to deliver and why.* |

Project Scope

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| *Objectives listed here should relate to the purpose stated above, so should be concerned with business improvement, end-user experience, quality enhancement etc. The objectives should be SMART:*  *S - Specific*  *M - Measureable*  *A - Achievable*  *R - Relevant*  *T – Time Bound*  *For more information -* [*http://www.projectsmart.co.uk/smart-goals.php*](http://www.projectsmart.co.uk/smart-goals.php) |
| Customer Interface   1. Customer will be able to select their products from 5 traders in the initial phase 2. Customer can sort the products by shop or by product type 3. The interface will capture the heritage of the Cleckhudderfax area 4. The interface will be viewable on all major browsers and will be compatible in both mobile and desktop view 5. Customers will have access to a single cart/basket that can hold the products form all the traders 6. Customers will be able to play for all the products at the same time in spite of being from various traders 7. Customers must be registered before they can place an order 8. Customer can review and update their account details 9. When a customer registers or updates their account, they should confirm the changes through their emails that they have registered through 10. Customers can pick up their orders in three slots in three different days i.e. 10-13, 13-16, 16-19 in the days Wednesday, Thursday and Friday 11. Customers should place the orders 24 hours before their desired pickup time and day 12. Customers can use PayPal or Stripe Payment Gateway for the payment   Trader Interface   1. Traders will be able to manage their product and information 2. Traders will be able to add, delete and update products 3. When a Trader adds a product, the product will have a Unique ID, Short Name, Description, Item Price, Min Order, Max Order, Allergy Information which must be added by the Trader 4. Trader can Login into the Database which shows the reports of the available stock and report of orders 5. Every Trader will have their own unique login Credentials which shows their details only   Management Interface   1. Management will be able to view a dashboard which will have a range of daily and periodic reports 2. Management can log in and run a report on the orders placed, this report will contain the products and quantities which have been ordered and will also show which delivery slots are used 3. The report will contain the Customer ID and Order ID along with delivery slot arrangements 4. Traders will get a weekly finance report which shows the number of products they have sold along with the payment for the last 7 days which will only include the orders that have been delivered 5. When two or more products will overlap, management can delete one of the products 6. Management can access all of the traders’ accounts if they wish to do so 7. Traders will also get a monthly report of their product sales which can be sorted alphabetically; total numbers of orders per products or total income per product |
| *Major deliverables should be identified here*  *Different traders, New customers* |

Duration

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| *7th week: Work Progress*  *12th week: Final Project* |

Estimated Budget

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| *Hours per day: 5 hours*  *Hours per week: 30 hours*  *Hours till completion of project: 365 hours* |

Roles and Responsibilities

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| Name | Role |
| *Prasanna Shrestha* |  |
| Sakriya Bajracharya |  |
| Sujan Pariyar |  |
| Swastika Adhikari |  |
| Utsav Sapkota |  |

Communication and Collaboration Tools

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| *A description of the means by which you will communicate as a team and how you will report to higher levels of management and to clients. To include details of any tools used for the sharing of documentations or files. In the context of this project you need to identify the agreed meeting and reporting schedule for the team. The agreed means of communication between meetings and the repository where documents will be shared and master copies kept.* |