

PROJECT CHARTER	
<b>Project Name</b>	Trade My Skills – A Social Site for Sharing Skills
<b>Date Produced</b>	January 30, 20262026
<b>Project Goals</b>	Trade My Skills is a website where people can learn coding skills and share what they already know. Our goal is to make learning feel more like a community experience instead of something people struggle through alone. By encouraging collaboration and peer support, we want to make learning and teaching a skill more approachable for beginners.
<b>Project Objectives</b>	<ol style="list-style-type: none"> <li>1. Build a working website using HTML, CSS, and JavaScript.</li> <li>2. Let users create a simple profile.</li> <li>3. Allow users to list skills they can teach and skills they want to learn.</li> </ol>
<b>Project Budget</b>	This project does not have a financial budget since it is being completed as part of a course. We are using free tools and technologies like HTML, CSS, JavaScript, and GitHub to build and manage the platform.
<b>Project Sponsor</b>	Timothy Maciag - Project Sponsor
<b>Project Manager</b>	Timothy Maciag - Project Manager
<b>Additional Key Project Stakeholders</b>	
Fortune Toni-Ojiako – Team Member (Development)	
Parza Mozouni – Team Member (Development)	
Aldan Henry – Team Member (Development)	
Fairuz Nawar – Team Member (Development)	
<b>Overall Project Milestones</b>	<b>Dates</b>
Finalize project idea	January 2026
Set up and organize GitHub repository	January 2026

### Overall Project Risks

1. **Limited Time** – We have to complete the project within one academic term, which means we need to stay focused and manage our time well.
2. **Learning Curve** – As students, we are still building our web development skills, which may slow down some parts of development.
3. **Scope Creep** – It may be tempting to add too many features, so we will need to prioritize core functionality first.
4. **Team Coordination** – Scheduling meetings and dividing work fairly could be challenging.
5. **Limited User Feedback** – Most testing will be done by classmates, so we may not get feedback from a wide range of real-world users.