

PROJECT CHARTER	
<b>Project Name</b>	ShroomBase
<b>Date Produced</b>	October 14th 2022
<b>Project Goals</b>	<ul style="list-style-type: none"> <li>- The creation of an online resource that contains facts, locations, and dangers of mushrooms around the world.</li> <li>- Reduce the number of mushroom related incidents by spreading easily accessible information</li> </ul>
<b>Project Objectives</b>	<ul style="list-style-type: none"> <li>- To achieve easy accessibility for everyone</li> <li>- To list common locations of helpful and harmful mushrooms</li> <li>- To contain first aid recommendations regarding mushrooms and mushroom related incidents (if applicable)</li> </ul>
<b>Project Budget</b>	\$0.00 2 Months of time
<b>Project Sponsor</b>	Dr. Timothy Maciag (Instructor/Supervisor)
<b>Project Manager</b>	Maksim Sharoika
<b>Additional Key Project Stakeholders</b>	
Conner Williams (Developer) Everett Stone (Developer) Maksim Sharoika (Developer/Project Manager) User	
Overall Project Milestones	Dates
Documentation	October 5th - October 16th 2022
Prototyping	October 16th - October 31st 2022
Finishing Touches	October 31st - November 30th 2022

## Overall Project Risks

Technology Risk - May become outdated if not properly maintained and updated

Communication Risk - With everyone on the project having different school schedules there is risk that the developers may not be able to properly communicate in an efficient manner

Time Cost Risk - If at some point the development of the project falls behind then the amount of time needed to be invested into the project may increase raising both workload and worker stress

Health Risks - Developers may get sick and be unable to contribute to the project for a while

- Users may get sick attempting to confirm the listed poisonous mushrooms are poisonous

Performance Risk - The project may not function as intended if at all