Project Charter

**The Client:**

Marvin Aday, Vice President Retail Operations

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**Business Purpose:**

To create a fully-featured online retail platform for the sale of video games. This platform should differentially manage accounts for employees of the store and for customers. The platform will include a reporting capability related to marketing metrics.

**Project Roles/Responsibilities:**

*Russell Tremain, Lead Analyst*

*Kevin Wang, Database Specialist*

*Mitchell Duggan, Lead Programmer*

*Jeff Pritchard, Project Manager*

**Event Table:**

*<The event table displays a list of actors and the events they generate. The business events that are to be a part of the software solution are arranged in rows while keys pieces of information about each event are given in columns. The following is an example of an event table.>*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case#** | **Use Case Name** | **Event** | **Trigger** | **Source** | **Response** | **Destination** |
| UC01 | Display Item Availability | Customer wants to check availability of item | Item inquiry | Customer | Item availability details are displayed | Customer |
| UC02 | Produce Report | Scheduled time for summary report | End of month |  | Customer report is generated | Marketing |

**Features List:**

*Members can add games to a wishlist*

*Members have a Library of purchased games*

*Members can add other members to their friend list*

*Members can add their favourite genres*

*Members can add their favourite platforms*

*Members can store credit cards*

*Pending and approved reviews for games*

*Games have a summary of approved reviews*

*Track game genres*

*Members can join events*

*Members can download games in their library*

*A shopping cart for members*

*Members can order items from cart*

*Members can search for and select games*

*Members can view additional details about a game*

*Members can fill out profile information about themselves*

*Members can select if they want to receive promotional emails*

*Employee can curate available games*

*Employee can delete a game*

*Employee can manage events*

*Employee can view reports*

*Employee can view a single report*

*Employee can print a report*

*Visitor can register account*

*Member can manage account details*

**System Objectives:**

*<System objectives are stated from the perspective of the Information Technology group. An example might be "all transaction must provide less than 2 seconds response time.">*

*Member site and Employee site have separate views*

**Project Critical Success Factors:**

Since the GCD team only comprises four members, members of the GCD collective have a responsibility to advise the team of disruptions to their availability in a timely manner.

A business user is available to the project full time.

**Preliminary Technical Architecture:**

ASP.NET, C#, and a Microsoft SQL database server.