Project Charter

The project charter represents the first blueprint of the system. It is a statement of intent by your client of their desire to develop a software solution.

**The Client:**

*Marvin Aday, VP of Retail Operations of Conestoga*

**Business Purpose:**

*The Conestoga Virtual Game Store is a website that allows Employees to curate a library of games, as well as support customers with a member account. The website will also allow Members to interact with other members, as well as to purchase games online and to create a ‘wishlist’ of games the member would like to buy in the future. The website would also include the ability for members to download digital copies of purchased games.*

**Project Roles/Responsibilities:**

*<These represent the roles and names of each member of the team and the responsibilities that each has. Include users who will assist with the project.>*

*Jeff Pritchard*

*Mitchell Duggan*

*Russell Tremain*

*Kevin Wang*

**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*

*Generate reports for employees*

*Events can be curated by employees*

*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*

**System Objectives:**

*Member site and Employee site have separate views*

**Project Critical Success Factors:**

*A business user is available to the project full time.*

**Preliminary Technical Architecture:**

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