Portfolio – Part 2
Project Charter

> *Interactive map of the lord of the rings universe & LOTR artwork*

1. Project objectives

1.1. Purpose of the project

Create an interactive web platform that allows users to explore the world of The Lord of the Rings in an immersive way, combining a clickable map and encyclopaedic information while showcasing the artistic creations of enthusiasts.

1.2. SMART objectifs

- Develop an interactive, clickable map of Middle-earth, with detailed information sheets (places, characters, creatures) by the end of the MVP.

- Integrate a contribution space for creations (creation photo + descriptive text) allowing registered users to publish their works.

- Set up a secure user management system: Implement three access levels (guest, registered user, administrator) with authentication and content moderation, allowing registered users to publish their artistic creations.

- Design a website that is both attractive and user-friendly, as well as fully functional.

2. Stakeholders and roles

2.1. Internal Stakeholders

Name	roles	Responsabilities
Robin David	- Projet Manager - Lead Front-end Developer	- User interface development - Interactive map integration - Responsive design - User experience
Thérèse-Marie Lefoulon	- Technical/support manager - Lead back-end developer	- Security and authentication - API implementation - Database management - User experience

2.2. External stakeholders

❖ Guest users: free consultation with limited access.

❖ Registered users: extended access, ability to publish creations.

❖ Administrators: moderation, content and user management.

❖ Fans of Tolkien's universe, curious minds and artistic creators (final target audience).

3. Project scope

3.1. Included

▪ Interactive map of Middle-earth with clickable points

▪ Detailed information sheets on places, characters and creatures

▪ Three-level authentication system (guest/user/admin)

▪ Gallery of users' artistic creations

▪ Responsive interface (desktop/mobile)

▪ Filters by content type

▪ User content moderation system

▪ Structured database for SDA information

▪ Compliance with W3C standards and some SEO requirements

3.2. Excluded

▪ E-commerce or monetisation features

▪ Complex real-time chat system or forum

▪ Extension to other fantasy worlds

▪ Native mobile application

▪ Complex interactive family tree

▪ Advanced copyright management

4. Risk identification

Risks	Impact	Mitigation strategy
Performance (high loading times)	High	- Optimize image loading - Implement caching system - Regularly test performance
SDA copyright management	Medium	- Use only royalty-free content - Focus on user creations - Clearly mention sources
Lack of experience with certain tools	Medium	- Plan learning time - Targeted self-training, tutorials - Pair programming
Security (authentication, user)	High	Implementation of JWT, moderation, admin validation
Workload and tight deadlines	High	Agile planning, clear role distribution
Managing large data stock	Medium	- Regular cleanup of unnecessary or redundant data - Pagination - Use of targeted queries
Non-responsiveness on certain devices	Medium	- Regular testing on different screen sizes - Use of frameworks - Feedback from other peers for corrections

5. High-Level Plan

5.1. Project phases

Phase	Period	Main Deliverables
Stage 1 : Team Formation & Idea Development	**Week 1-2**	- Team formation - Project idea presentations - Validation of selected project
Stage 2 : Project Charter Development	**Week 3-4**	- Finalized project charter - Defined SMART objectives
Stage 3 : Technical Documentation	**Week 5-6**	- Technical architecture - Mockups - Database model - Technologies to be used
Stage 4 : MVP Development	**Week 7-10**	- Functional interactive map - Authentication system - Basic gallery
Stage 5 : Finalization and Closure	**Week 11-12**	- Final testing - Deployment - Final presentation

Document created on 08/22/2025 by Thérèse-Marie Lefoulon & Robin David for a Portfolio project.