**Project Charter**

**NASA EVA Gamification**

*Group 3*

**Prepared By**

Victoria Guadagno

Okechukwu Ogudebe

Jacqueline Macfadyen

Michael Salgo

Kevin Fortier

Montrell Nuble

|  |  |  |  |
| --- | --- | --- | --- |
| **Version Number** | **Description of Change** | **Author** | **Date** |
| 1.0 | Initial Creation of Document | Victoria Guadagno | 02/18/2018 |
| 1.1 | Updated Goals, Scope, and Milestones | Victoria Guadagno | 03/11/2018 |
| 1.2 | Added Montrell to title page and Key Stakeholders section and Updated Project Deliverables | Michael Salgo | 04/01/2018 |

# Background

This project will gamify the NASA EVA MediaWiki. This will allow users to track their usage. The games will encourage both the competitive and the collaborative users. Gamification creates a user-friendly way to create complex goals and break them down into smaller pieces, all while making users feel that they are accomplishing something.

This project will create an extension to MediaWiki and will be open source which will allow future developers to continue to expand upon the games being defined.

# Goals

* Define and create a set of database tables to support the games
* Define and develop a User Profile that will track the user’s badges and progress through the games
* Define and develop a game that will award a badge when a user verifies his/her email address

# Project Scope

## Scope

The scope of the Spring 2018 Semester NASA EVA Gamification project is to create a structure for the gamification of the NASA EVA wiki. To meet this goal, a User Profile will be created and a single game will be developed. Future semesters will be able to continue to add on to the User Profile and add more games to meet the goal of the Project Sponsor.

The User Profile being developed in the Spring 2018 semester will display the user’s full name, his/her user name and all badges that have been awarded.

The game being developed in the Spring 2018 semester will display a badge when the user verifies the email address linked to the account.

The Spring 2018 semester team will create documentation that will allow following semesters to get up to speed quickly, create new games quickly, and update the User Profile easily.

## Exclusions

The Spring 2018 semester team will not be producing a fully gamified system.

The Spring 2018 semester team will not be defining the scope for any future semesters. Each semester’s teams will define their own scope.

# Key Stakeholders

|  |  |
| --- | --- |
| Client | Daren Welsh |
| Sponsor | Extra-Vehicular Activity (EVA), Johnson Space Center, NASA |
| Project Manager | Dr. Michael Brown |
| Project Team Members | Victoria Guadagno, Okechukwu Ogudebe, Jacqueline Macfadyen, Michael Salgo, Kevin Fortier, Montrell Nuble |

# Project Milestones

## Milestone 1:

Deliverables: Project Charter, Stakeholder Analysis, Project Management Plan, Project Schedule

## Milestone 2:

Deliverables: Project Requirements, User Profile Design, Game Design, Database Design, Test Plan, Project Schedule

## Milestone 3:

Deliverables: Source Code, Database Design, User Profile Design, Email Verification Design, Database Test Suite and Report, User Profile Test Suite and Report, Email Verification Test Suite and Report, Project Schedule

## Milestone 4:

Deliverables: Handover Document, Project Schedule

# Constraints, Assumptions, Risks and Dependencies

|  |  |
| --- | --- |
| Constraints | * Adhere to standards provided in specifications * The schedule is fixed and cannot be altered * Project team members cannot travel to work together in person * Project team members are only part time on this project * The project team cannot view NASA’s EVA WIKI * Due to time differences and local restrictions, one team member cannot join in on team conference calls |
| Assumptions | * The Project Team can create a wiki that is similar to NASA’s EVA Wiki * All team members will be available through the whole semester * No team member will drop this class |
| Risks and Dependencies | * Reliance on an older version of MySQL/MariaDB, PHP, MediaWiki * Due to small group size, knowledge is segmented – inadequate backups * Delayed communication due to time zone and availability limitations * Open source platforms may be susceptible to attacks which may end up patched in newer versions that are out of scope of this project – this can leave open vulnerabilities * Due to the nature of a class, team members may become unavailable or drop the class |