**Project Charter**

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| Project Title: io.io (IndependantOnion.io) | |
| Project Sponsor: Pauline Hodgson | Date Prepared: 08/02/2018 |
| Project manager: Benjamin Eversfield | Project Customer: Pauline Hodgson |

Version Control

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| Version | Date | Summary of changes |
| 1.0 | 01/02/2018 | Initial version |
| 1.1 | 29/03/2018 | Completed MySQL version |
| 2.0 | 26/04/2018 | Completed APEX integrated final version |

Project Purpose

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| To create an online marketplace where onion vendors can congregate to offer their specialist wares, and where consumers can go to satisfy all their onion buying needs in a slick, stylised online platform.  The vendor will require a clean interface, well presented, easy to use without specialist knowledge and have their produce presented on par with their peers.  The customer will require an engaging interface offering a trust-worthy review system and minimal complexities in the browsing and purchasing processes. |

Project Objectives

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| To create a website that allows multiple users to login, view, buy and sell produce, to leave reviews and manage their listings. The success of the website will be measured by a satisfactory test of a full customer or vendor use cycle. As a project, the independent onion platform is considered well within our grasp, given past projects, and our aims are realistic aims that satisfy the scope of the project. With good management this project should come in on time with scope for handling unforeseen delays or issues. |

Project Scope

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| Project length is 8 weeks, in which we will create a full buying/selling system (with review system) with login and a shopping cart system, but won’t incorporate a working payment system as it would be unnecessary in this academic exercise. |

Assumptions

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| The system will run entirely in browser with the user only requiring knowledge of a standard website interface. The project team is composed of multi-skilled individuals so although they will be given specific roles, each member will dip in and out of various task to assist team members. |

Summary Budget

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| Purely based on manhours (ignoring all other overheads) I estimate the budget to be £4000. The average junior developer salary is listed at £25,000 per year, which as an hourly rate comes in at approximately £12/hr. Assuming an 8 week project, with two hours a week in university and 6 hours a week outside of university, for 5 people, creates a staffing cost of just under £4000. |

Roles and Responsibilities

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| Name | Role |
| Benjamin Eversfield | Scrum Master, Lead programmer |
| Thomas Makey | Task Master, Database manager |
| Dylan Ellis | Graphic Designer, Copy lead |
| Andrew Heath | HTML lead, programmer |
| Habib Kahn | Data Population Specialist |

Communication and Collaboration Tools

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| The website will be developed across: Oracle APEX (shared workspace), AWS Cloud 9 (shared workspace) and use Taiga to manage the sprints. A communal pool of files will also be created in the Cloud 9 Workspace to contain documentation generated as part of the process. We will meet twice a week (Wednesdays and Thursdays) to discuss progress and problems, with the team in agreement to meet outside of this schedule should the need arise. The team will report to the project customer once a week in the project management tutorial session. For communication outside of scheduled hours we have a group chat open in Whatsapp. |