



INNOVATIVE EDUCATIONAL PLATFORM FOR STUDYING BLOCKCHAIN TECHNOLOGIES

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PROJECT CHARTER

General information: The platform for learning blockchain technologies is an online resource that will allow people to easily learn modern methods of blockchain technologies. On the platform, information will be provided in an accessible format such as audio, video, text format and other materials that will help people learn. The training on the platform will be free of charge and will cover a wide range of topics.

PROJECT OBJECTIVES

Develop a comprehensive virtual platform for blockchain innovation education.

1ST. OBJECTIVE

Streamline educational workflows in blockchain innovation through automation.

2ND. OBJECTIVE

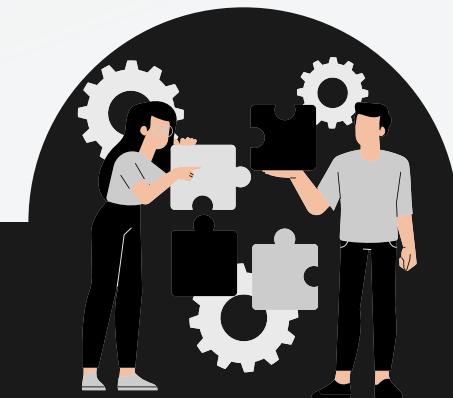
Enhance the quality of education in blockchain innovation .

3RD. OBJECTIVE

Regulatory bodies to ensure the relevance and sustainability of blockchain education initiatives.

4TH. OBJECTIVE

PROJECT SCOPE



- Providing online courses
 - The possibility of practical training
 - Creation of training materials, including video tutorials, articles, etc.
 - Providing certificates of completion of the course.

**MAIN
FUNCTIONS**



- Providing accessible educational resources to the general public to increase understanding of blockchain, digital tenge, etc.
- Serving a diverse audience, from the general public to enterprises and government agencies, ensuring that all parties can participate in the digital transformation.

**AIMS AND
PURPOSE**



- Launch of a fully functional educational platform.
- Attracting the target audience and receiving feedback from users.

**EXPECTED
DELIVERABLES**

PROJECT MILESTONES



PLANNING AND ANALYSIS

Competitive environment analysis and market analysis to determine the features that should be included in the application

DESIGN AND DEVELOPMENT

Development of the application architecture, including the choice of technologies and tools such as a programming language, frameworks and databases

TESTING

Creating functional components of the application, such as user registration, authorization, viewing training courses, completing assignments, etc.

IMPLEMENTATION AND MONITORING

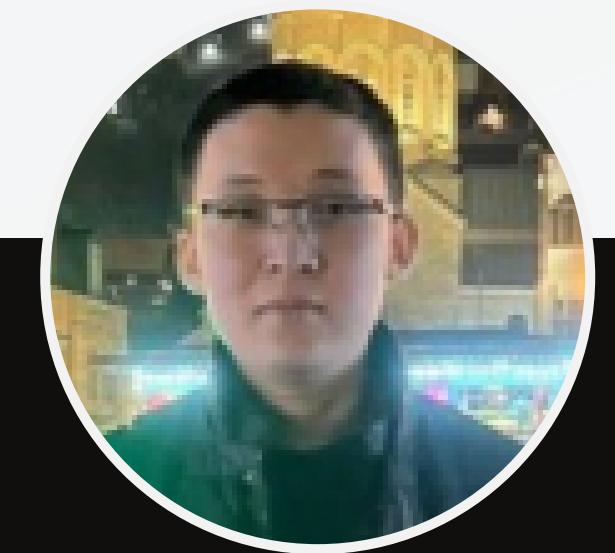
Monitoring and analyzing the operation of the application after implementation to identify problems and improve performance and user experience.

ROLES AND RESPONSIBILITIES



Yernar
Orysbayev

- Architecture
- Backend
- Database
- Testing



Ashimov
Yerzhan

- Lead Developer
- Database
- UX/UI
- Frontend



Ramazan
Kalabay

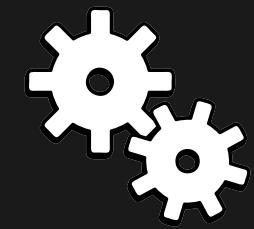
- iOS
- UX/UI
- Architecture
- Testing



Bisenov
Daniyar

- Backend
- Designer
- Security
- Database

RESOURCES



Technical
equipment:
Personal computers
and laptops of
students.



Software:
Development tools
given by the
university.



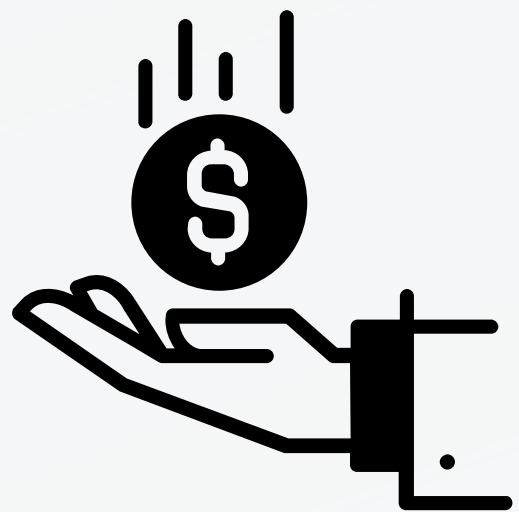
Literature: Access
to the university
library for research
and educational
resources.

PROJECT RISKS

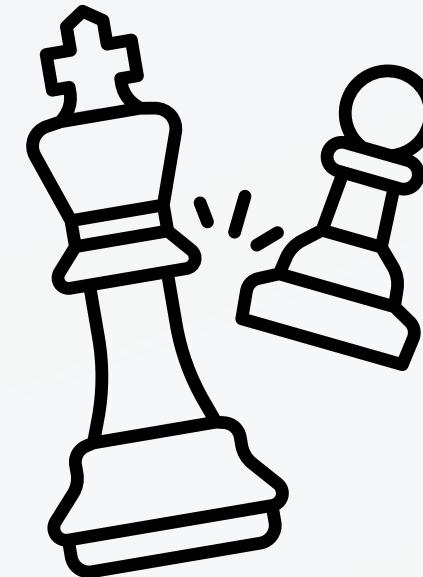
Technical
problems



Financial
problems



Competition



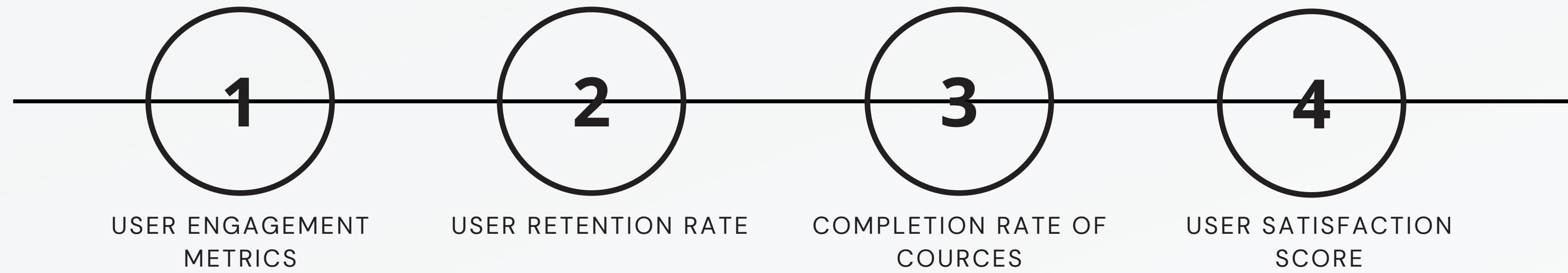
Security



Learn



SUCCESS MEASUREMENT



PROJECT ORGANIZATIONAL STRUCTURE

Project Manager:
Responsible for overall project management, including planning, resource coordination, and schedule management.

PROJECT MANAGEMENT

Development team:
includes developers responsible for writing application code, testing and implementing new features

DEVELOPMENT

Testing Team:
Responsible for testing the application at all stages of its development, including unit, integration and system testing

TESTING AND QUALITY

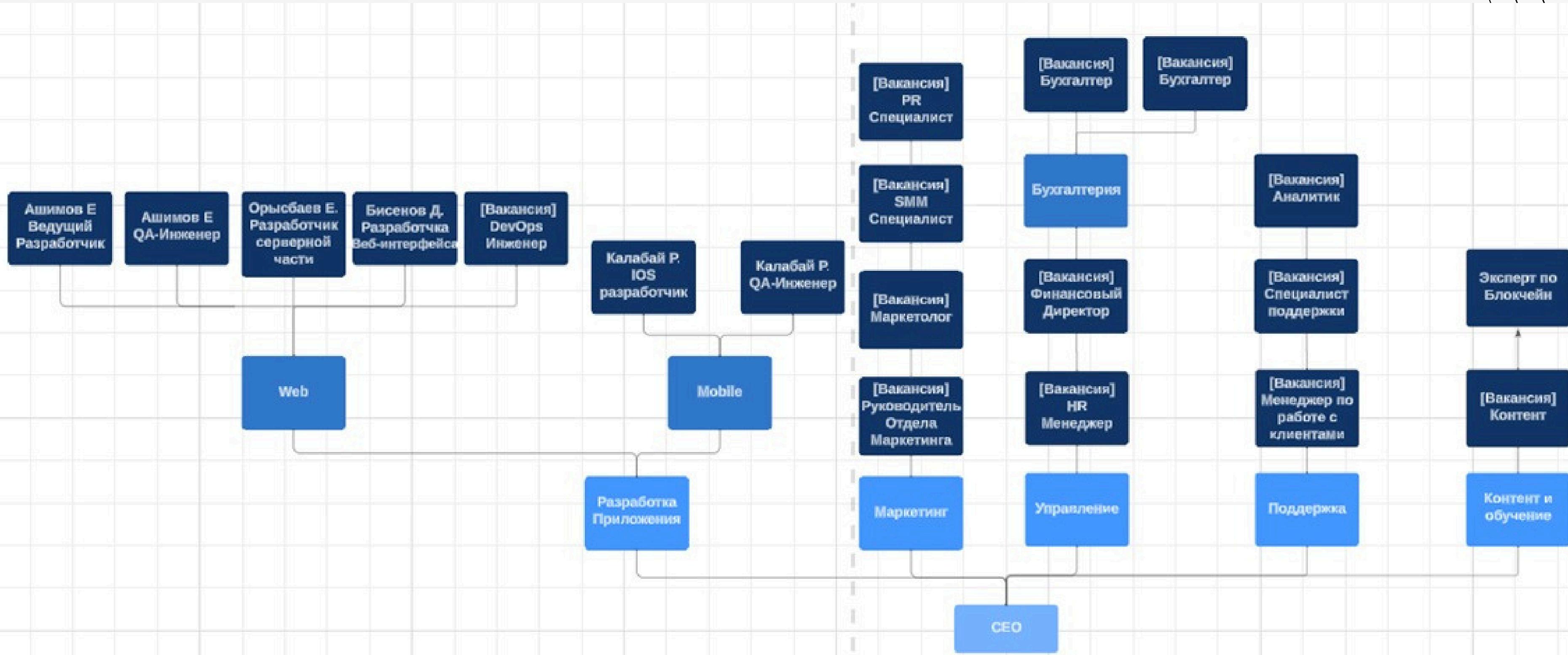
Marketing Manager:
develops marketing strategies, attracts users and promotes the application on the market

MARKETING AND SALES

Technical support:
Provides assistance to users in case of problems with the application and ensures its smooth operation.

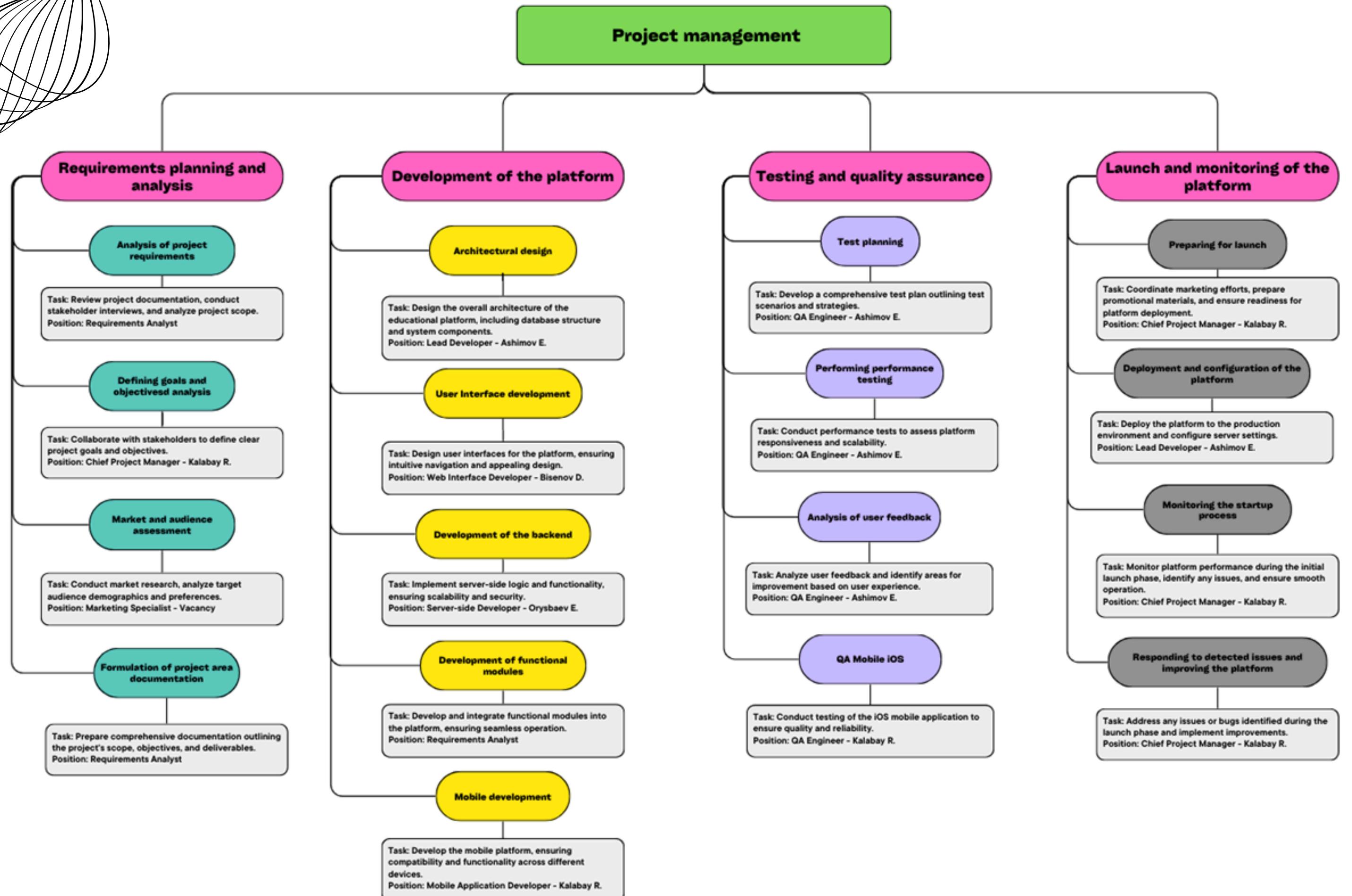
SUPPORT AND MAINTENANCE

PROJECT ORGANIZATIONAL STRUCTURE



WBS

Yernar



RACI MATRIX

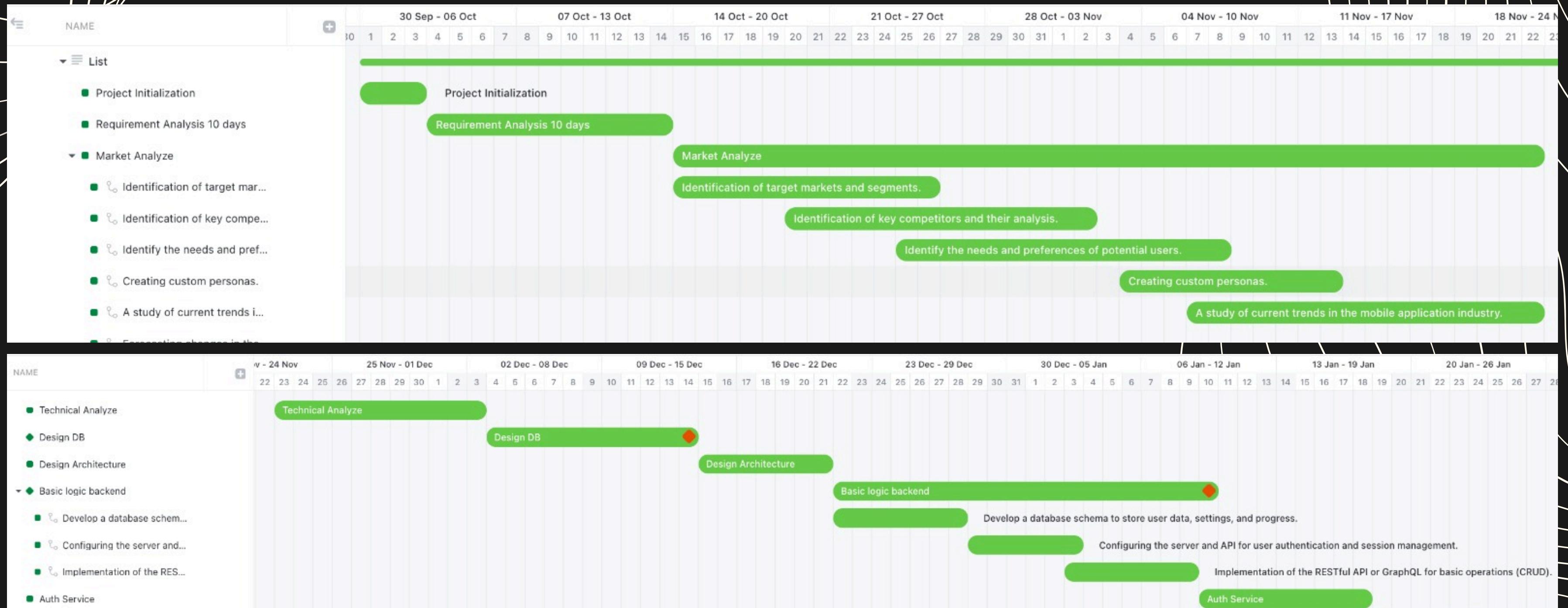
Tasks/Roles	Chief Project Manager (Kalabay R.)	Supervisor of the Development Dept (Ashimov E.)	Lead Developer (Orysbayev Y.)	QA Engineer (Ashimov E.)	Supervisor of the Support Dept (Vacancy)	Supervisor of the Content Dept (Vacancy)	Supervisor of the Marketing Dept (Vacancy)	The financier (Vacyancy)
Planning	AR	C	I	I	C	I	I	I
Coordination	A	R	C	C	C	C	C	C
Control	A	R	C	I	I	I	I	I
Project development	I	A	R	I	I	I	I	I
Investors Attraction		C	I	I	I	C	C	C
Task completion monitoring	I	A	R	I	C	C	C	
Content development	A	R	R	I	I	I	I	
Budget Management	R	I	C		A		I	C
Financial reporting	A	I	C				I	R
Tax reporting	A	I	C				I	R
Client support	I	I	A	I	R	I	I	
Content quality improvement	A	I	I	I	R	C	I	
Platform promotion	C	C	C				AR	
Developers team management	R	A	I	I	I	I	I	
Web Application architecture development	A	R	A	I	I	I	I	
Web Interface development	R	C	A	I	A	I	I	

Tasks/Role s	Chief Project Manager (Kalabay R.)	Supervisor of the Development Dept (Orysbayev Y.)	Lead Developer (Orysbayev Y.)	QA Engineer (Ashimov E.)	Supervisor of the Support Dept	Supervisor of the Content Dept	Supervisor of the Marketing Dept	The financier
Backend development	I	R	A	C	I			
Testing mobile app		A	C	R	I			
Testing web app		A	C	R	I			
Project deployment	I	R	A	C	C			
Mobile app release	I	R	A	I	I			
Project analysis	A	I	I	I	I	I	R	

Ramazan

PROJECT SCHEDULE

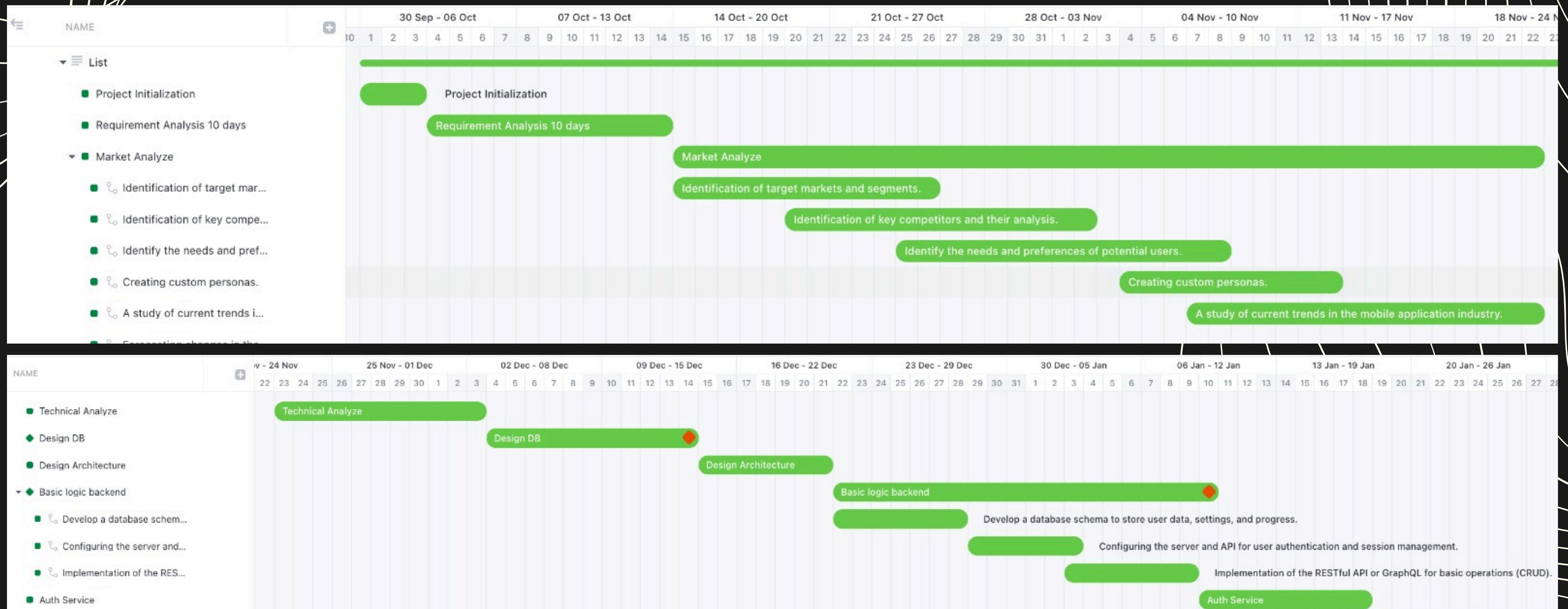
Project Gantt Chart:



Ramazan

PROJECT SCHEDULE

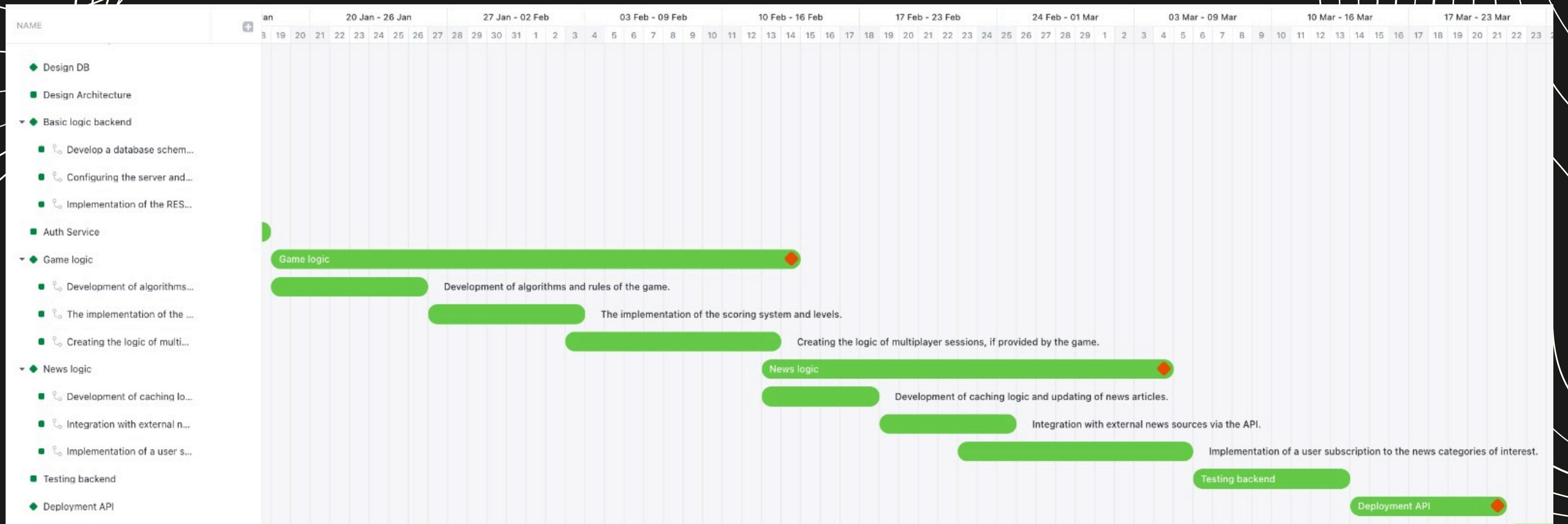
Project Gantt Chart:



Ramazan

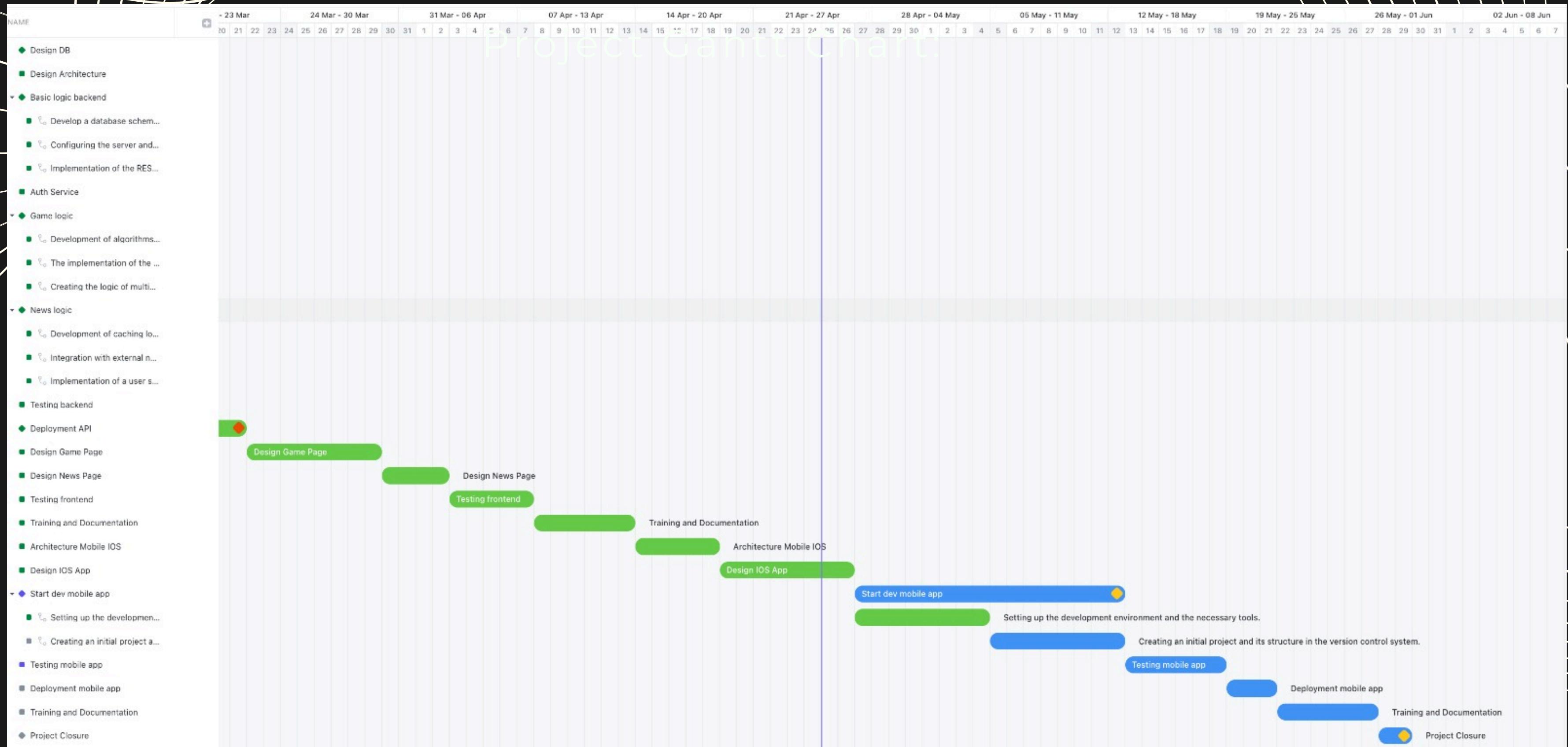
PROJECT SCHEDULE

Project Gantt Chart:



Ramazan

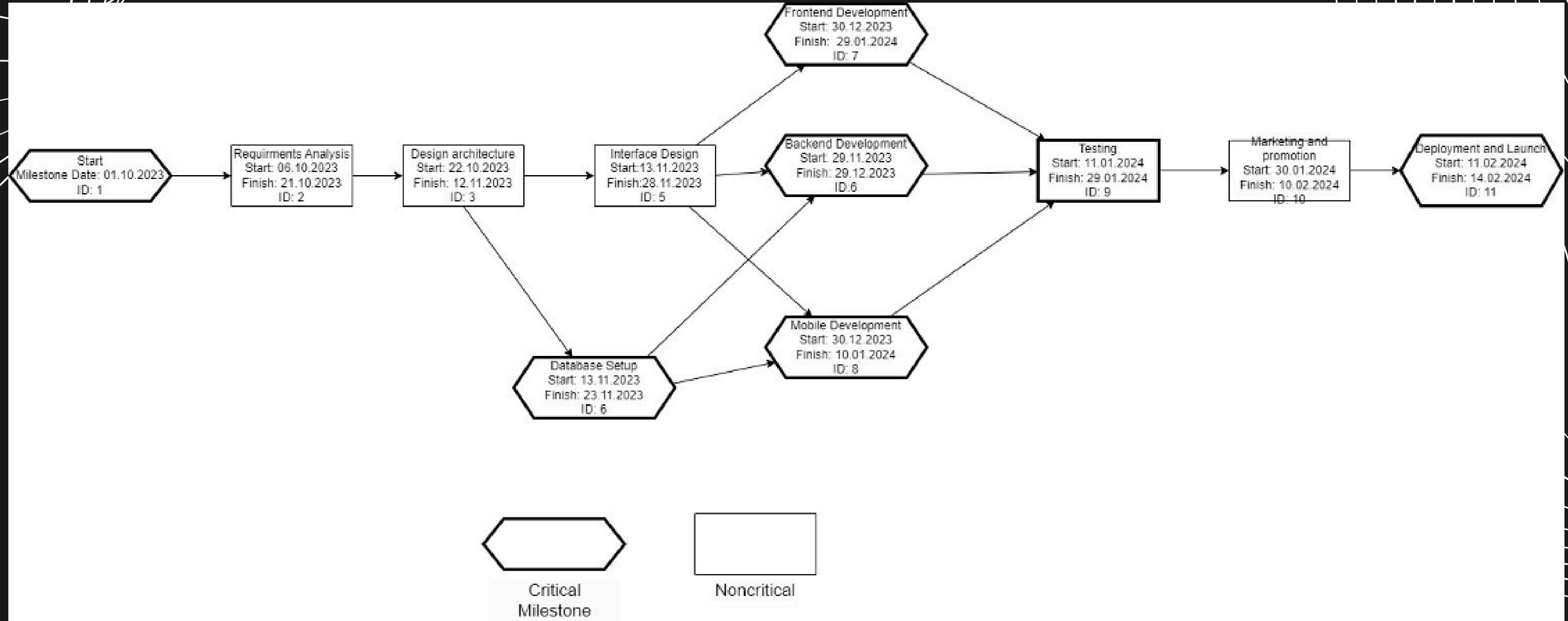
PROJECT SCHEDULE



Ramazan

PROJECT SCHEDULE

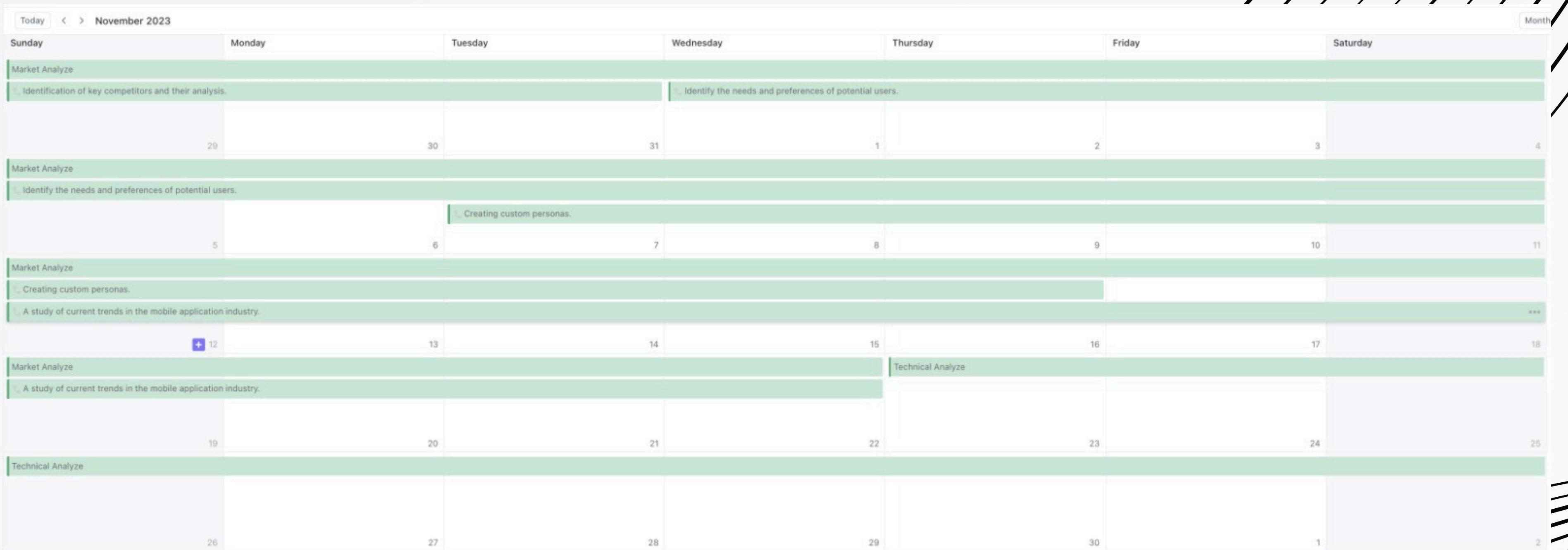
Project AON Network



Ramazan

PROJECT SCHEDULE

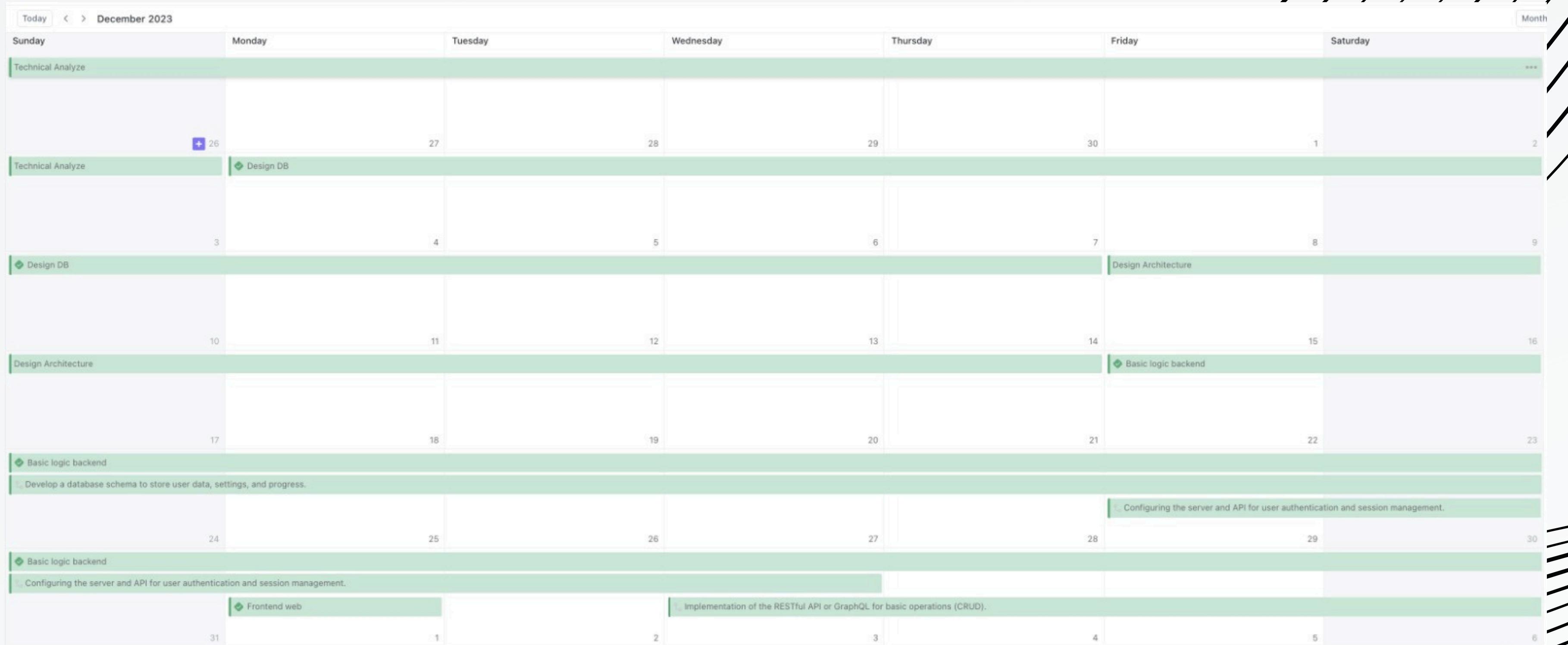
Project Gantt Chart - November



Ramazan

PROJECT SCHEDULE

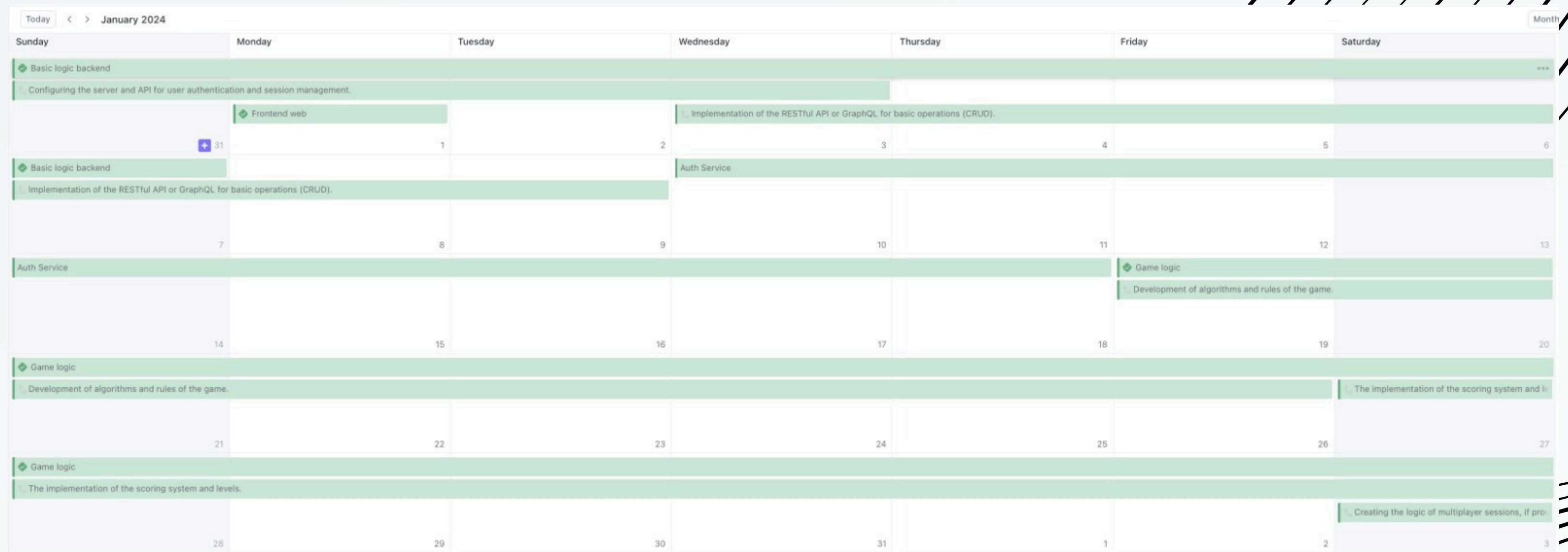
Project Gantt Chart - December



Ramazan

PROJECT SCHEDULE

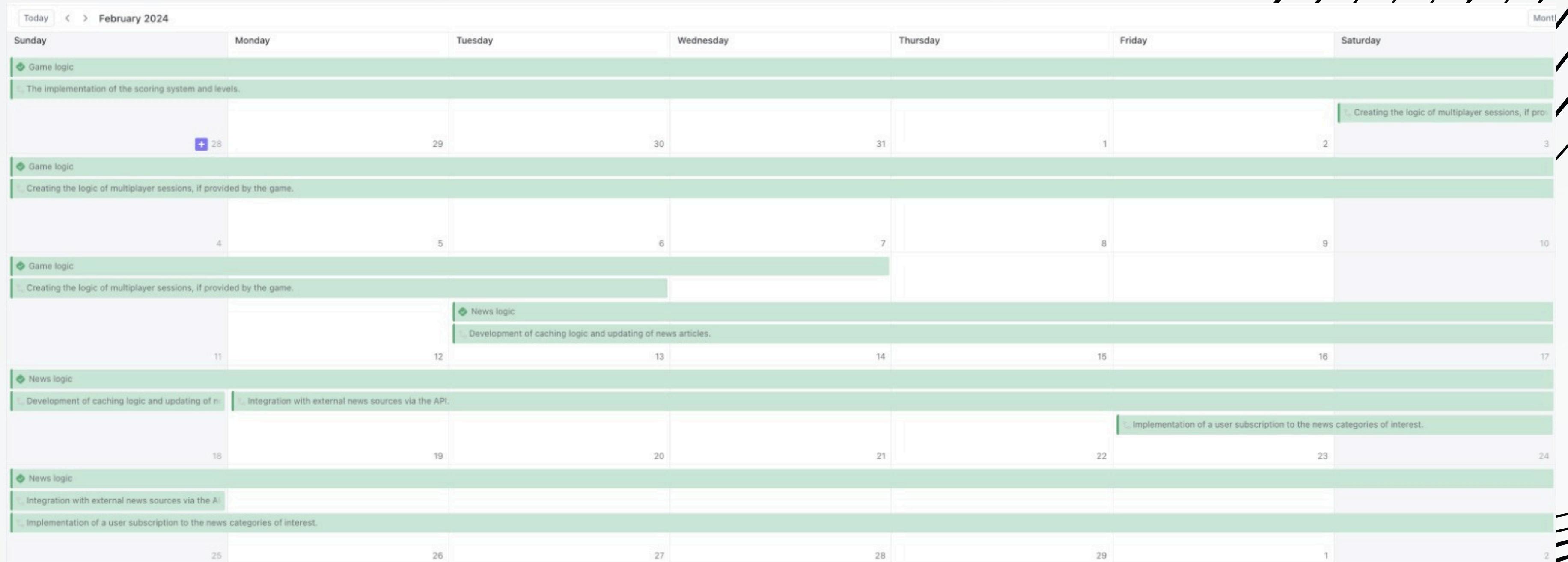
Project Gantt Chart - January



Ramazan

PROJECT SCHEDULE

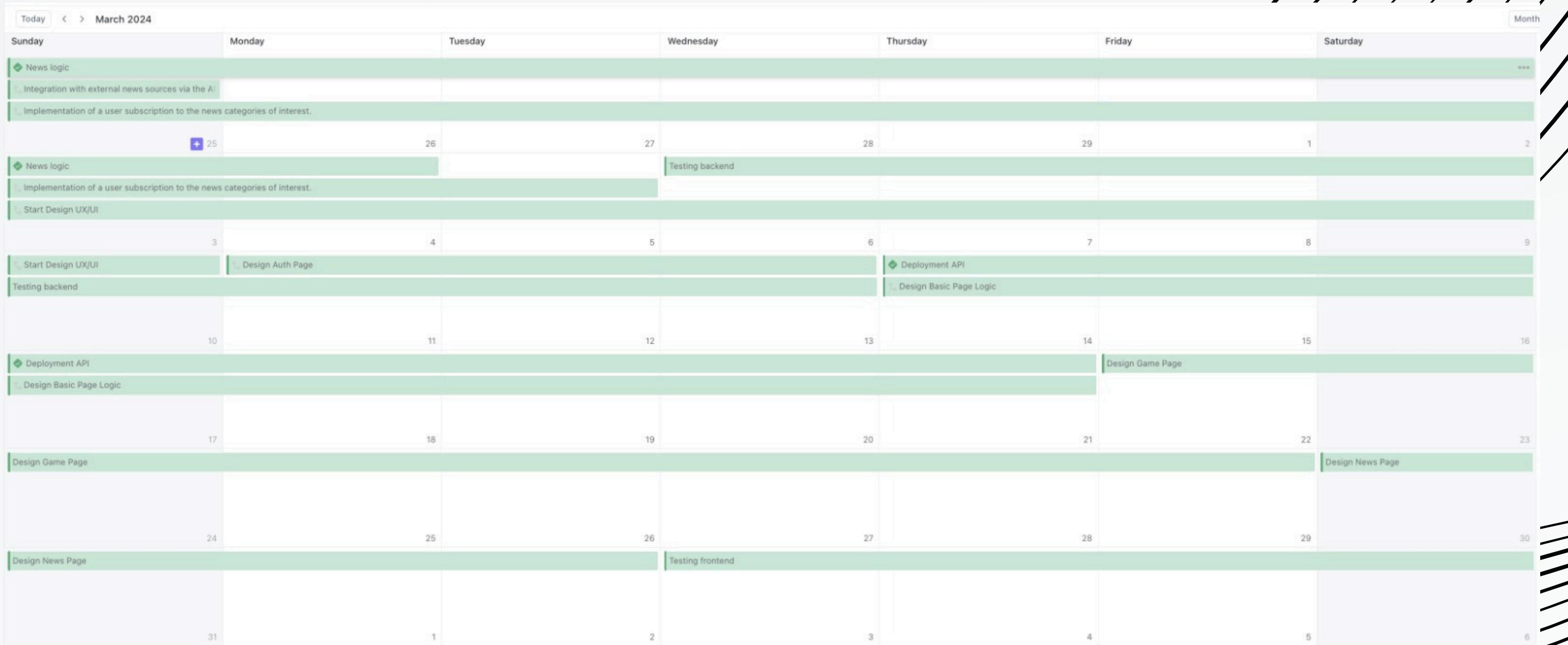
Project Gantt Chart - February



Ramazan

PROJECT SCHEDULE

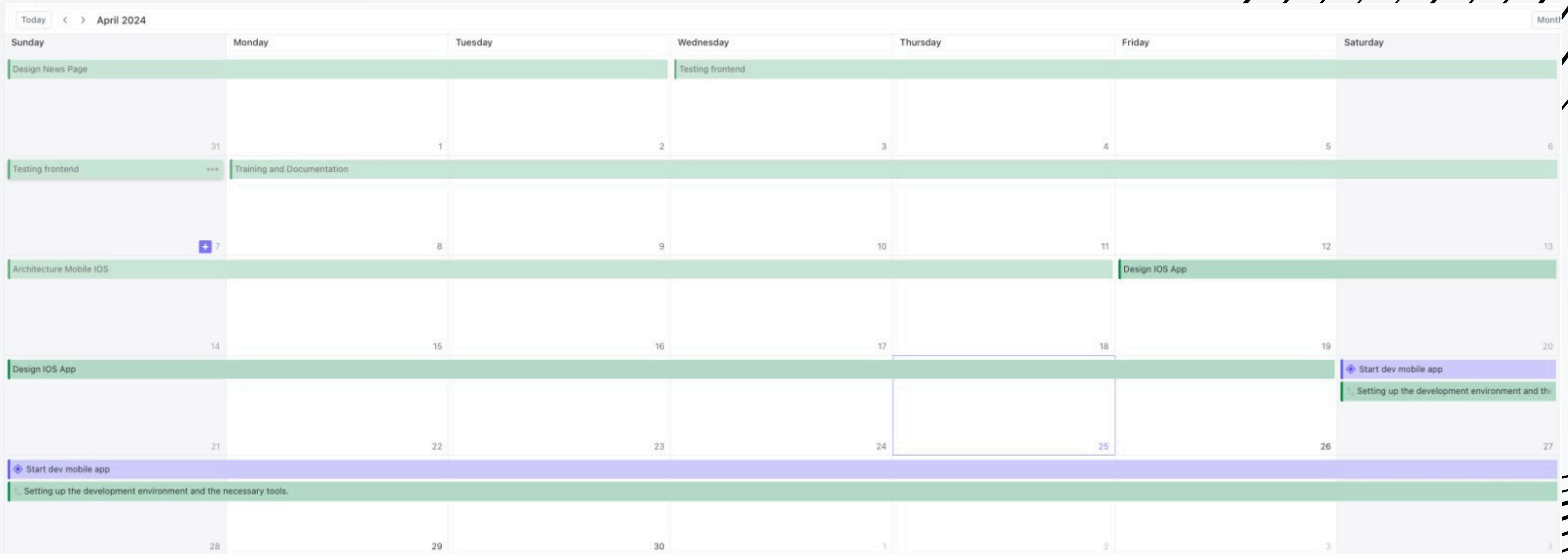
Project Gantt Chart - March



Ramazan

PROJECT SCHEDULE

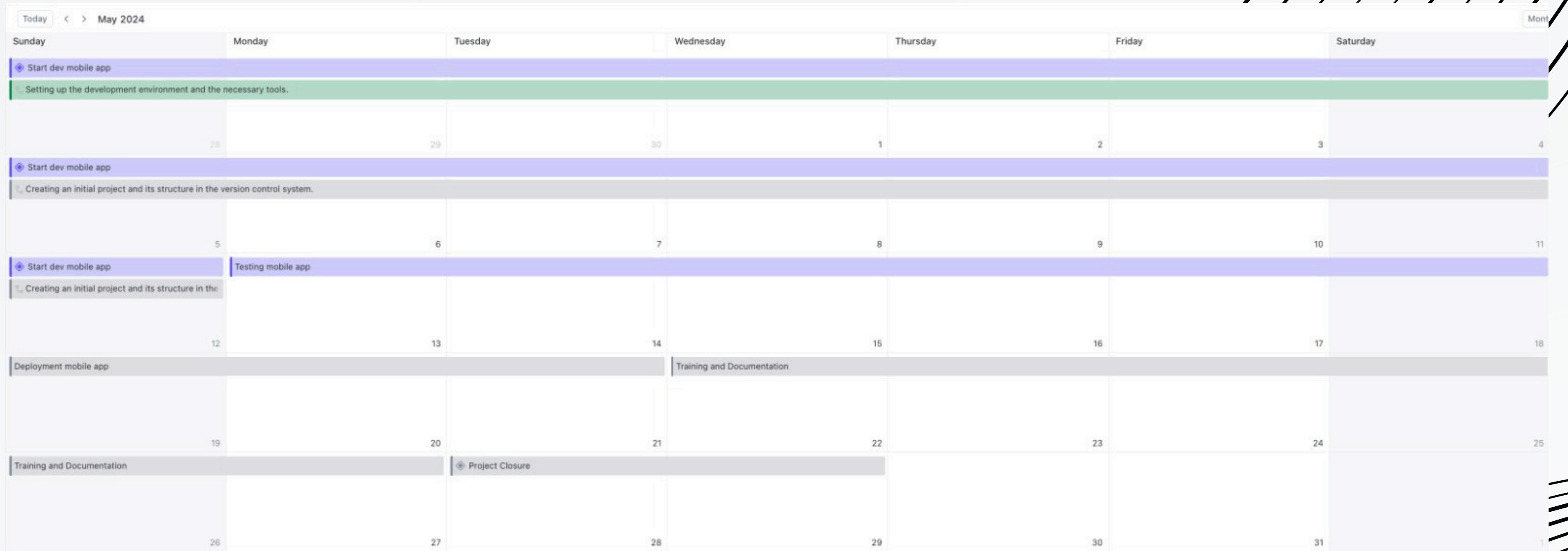
Project Gantt Chart - April



Ramaza
n

PROJECT SCHEDULE

Project Gantt Chart - May



PROJECT BUDGET

The choice of the **Bottom-up** budgeting method for our project is due to the desire for maximum accuracy and cost control in conditions of high uncertainty and rapid changes in the field of Blockchain technologies.



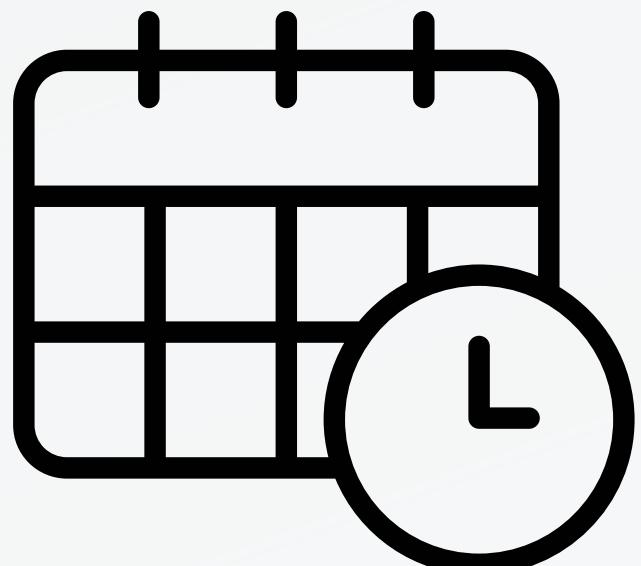
PROJECT BUDGET

	Labour Time		Wage		Total labour cost		Materials Units		Cost per unit		Total Material Cost		Overall Total Cost	
WBS	Estimated	Actual	Estimated	Actual	Estimated	Actual	Estimated	Actual	Estimated	Actual	Estimated	Actual	Estimated	Actual
1. Project Initialization	243	243												
1.1 Requirement Analysis	90	90												
1.2 Market Analyze	63	63												
1.3 Technical Analyze	90	90												
2. Design our platform	117	117												
2.1 Design DB	90	90												
2.2 Design Architecture	27	27	5000	5000	135000	135000							135000	135000
3. Backend Service	585	585												
3.1 Auth Service	27	27												
3.2 Basic logic backend	135	135												
3.3 Game modul logic	180	180					1	1	200000	200000	200000	200000		
3.4 News modul logic	180	180												
3.5 Testing backend	63	63	3500	3500	220563	220563							220563	220563
4. Deployment API	18	18					1	1	130400	130400	130400	130400		
5. Start Design UX/UI	63	63	6000	6000	378000	378000							378000	378000
6. Start Frontend	171	171												
6.1 Design Auth Page	18	18												
6.2 Design Basic Page	63	63												
6.3 Design Game Page	63	63	3500	3500	220500	220500							220500	220500
6.4 Design News Page	27	27												
7. Testing Frontend	27	27	5000	5000	135000	135000							135000	135000
8. Deployment Frontend	18	18	5000	5000	90000	90000							90000	90000
9. Training and Documentation WFR	18	18												
9.1 Write documentation of functionality	18	18												
10. Architecture Mobile IOS	36	36	5000	5000	180000	180000							180000	180000
11. Design IOS App	63	63												
12. Start dev mobile app	135	135												
13. Testing mobile app	45	45												
14. Deployment mobile app	18	18	7000	7000	126000	126000							126000	126000
5. Training and Documentation Ios	25	25												
15.1 Write documentation for code	25	25					1	1	200000	200000			200000	200000
16. Project Closure	5	5					1	1	200000	200000			200000	200000

PROJECT BUDGET



**TOTAL PROJECT COSTS
FOR THE TOTAL PERIOD : 2 015 463
TENGE**



**TOTAL PERIOD DEVELOPMENT TIME:
1612 HOURS
179 DAYS
6 MONTHS**

Conclusion

The documents used played an important role in the successful implementation of the project. All the documents that we used in our project contributed to the structuring and proper planning, which was the key to the successful implementation of an educational platform for studying blockchain technologies. These documents include:

Project Charter: Defined the main objectives, scope and structure of project management.

The organizational structure of the project: Established the roles and responsibilities of the project participants.

WBS (Work Breakdown Structure): Helped in the detailed planning of all stages of work.

The RACI matrix: Clearly defined the responsibilities and participation of the team in the various tasks of the project.

Project budget: Provided a detailed understanding of financial needs and costs.

Project schedule: Represented the time frame and important milestones of the project.

**THANK'S FOR
ATTENTION**

