NSCC Project Charter

Olympic Weight Lifting Application

Capstone Final Project

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## Section 1. Charter Introduction

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| --- | --- | --- | --- |
| **Revision Number** | **Date of Issue** | **Author(s)** | **Brief Description of Change** |
| 1.0 | 2017-17-01 | Chris MacIsaac, Ash Julian | Creation of the document. |
|  |  |  |  |

### 1.1 Authorization

This Project Charter, for the creation of a NSCC Information Technology Program website has been reviewed in full and approved by the following:

Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
Matt Taylor, Academic Chair ACCESS

Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
Sean Morrow, NSCC Faculty

## Section 2. Project Overview

### 2.1 Project summary

* Creation of an application for Olympic Weight Builder team meets by students from the NSCC IT program.
* Application will allow judges to place their votes in real time which signals an arrow that tells the competitor it is safe to drop their weight.
* Additional features may include a timer with distinct beep sounds at every thirty second interval, a place to enter data for each competitor (weight lifting, class, name, etc.), and a visual screen for the competitor to look at.
* Application will need to be able to communicate amongst other judges to display a time sensitive arrow that drops immediately after all judges place their votes.

### 

### 2.2 Project scope

#### 2.2.1 Scope definition

In Scope:

* Judge Voting Functionality
* Green arrow being displayed immediately after all votes are cast.
* Display other judges’ votes to judges (and/or competitor).
* Archive judges votes for later viewing.
* Develop a timer with distinct beeping noises at every thirty second interval.

Out of Scope:

* Maintenance of the product after final release.
* Setup or operation of product after final release.

### 

### 2.3 Deliverables

| **Project Deliverable 1:** | **Application Mock-up** |
| --- | --- |
| Description: | Mock-up of Application Interface |
| Acceptance criteria: | Client |
| Due date: | Friday January 20, 2017 |
| Dependencies: | N/A |
| **Project Deliverable 1:** | **Beta Voting System** |
| Description: | Test quality release of the judge’s voting system complete with buttons and the release of the green arrow. |
| Acceptance criteria: | Client |
| Due date: | Friday February 24, 2017 |
| Dependencies: | Mock-up approved. |
| **Project Deliverable 2:** | **Final Release** |
| Description: | Completed application that allows judges to cast their vote with a time sensitive arrow that gets displayed after all judges make their decisions. |
| Acceptance criteria: | Client |
| Due date: | Friday March 17, 2017 |
| Dependencies: | Beta voting system tested in real world setting. |

## 

## Section 3. Project Organization

### 3.1 Roles and responsibilities

| **Role** | **Description** | **Name/Title** |
| --- | --- | --- |
| Developer | Front End Development | Ash Julian, Chris MacIsaac |
| Developer | Database and back end development | Ash Julian, Chris MacIsaac |
| Developer | User interface design and back end development | Ash Julian, Chris MacIsaac |
| Testing | Contribute opinion, testing, knowledge and other personal resources | Ash Julian, Chris MacIsaac |
| Scrum Master | Upkeep direction, documentation, and organization | Chris MacIsaac |
| Subject Matter Expert | Broad knowledge of implementation and development | Sean Morrow |

### 

### 3.2 Project facilities and resources

* Office Supplies – pens, pencils, paper and printer ink.
* Locations will be computer lab 308 which supplies the use of a printer and computers.
* Hard drives for file backups.
* Visual Studio Code for JavaScript development.
* WAMP for local development.
* Code School development tutorials.

## 

## Section 4. Glossary and Acronyms

Define all terms and acronyms required to interpret the project charter properly.

|  |  |
| --- | --- |
| **Term or Acronym** | **Definition** |
| IT | Information Technology |
| NSCC  Mock-up  WAMP | Nova Scotia Community College  A model or replica of a machine or structure, used for instructional or experimental purposes.  WampServer is a Windows web development environment. |