

**PROJECT CHARTER
ATHLETE- COACH FEEDBACK**

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SOFTWARE ENGINEERING FALL 2017
SUNY NEW PALTZ**

SEPTEMBER 24, 2017

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EXECUTIVE SUMMARY

Sports and athletic training have existed since the beginning of humanity. As noted in every sport, it has always been crucial for athletes to receive feedback from their coaches in order to improve their skills and strive for success. The issue is, this feedback has always been face-to-face, either while an athlete is practicing in front of a coach, or performing during a game or match. But what if receiving feedback from a coach could occur outside of practices and games? That is why the Athlete- Coach Feedback web app is needed. It will serve as an online platform for athletes to receive rapid feedback from their coaches outside of scheduled visits.

PROJECT PURPOSE/JUSTIFICATION

Business Need/Case

The Athlete- Coach Feedback project has been created to allow athletes and coaches to connect outside of the scheduled practices and games. There are many instances in which an athlete can not make it to practice, whether it be a scheduling conflict, not having a ride to practice, or being sick. This web app will help reduce the burden of these issues, by providing a means of communication between athletes and coaches no matter where they are, or what time it is. Coaching feedback is essential in sports because it not only motivates players, but reinforces good performance, discourages poor ones, and speeds up improvement. More feedback outside of scheduled meetings means more improvement, and overall better athletes!

Business Objectives

The business objectives for this project are in direct support of the plan to improve athletic performance at a faster rate with the giving of coaches' feedback at any time.

- Design and test web app
- Complete implementation
- Improve communication and rapid feedback between players and coaches by 50%

PROJECT DESCRIPTION

This is a Desktop Web Application in which athletes can submit information and then receive feedback from a coach in their sport. The athlete can log in and submit a video or image along with a paragraph describing what they would like to receive constructive criticism on. The athlete must specify which sport they want their feedback on, their coach's name, and their email. The coach can then log in and be brought to a separate viewing screen, where he/she can view all of the athlete's submissions. The coach can then separately email each athlete back with feedback on their submission.

RISKS

The following risks for the Athlete- Coach Feedback project have been identified. The project manager will determine and employ the necessary risk mitigation/avoidance strategies as appropriate to minimize the likelihood of these risks:

- Potential disruption to operations due to online availability
- External threats breaching security of athletes and coaches

PROJECT DELIVERABLES

The following deliverables must be met upon the successful completion of the Athlete- Coach Feedback project. Any changes to these deliverables must be approved by the project sponsor.

- Fully functioning interactive web app for athletes and coaches to communicate progress and feedback
- Technical documentation for Feedback web app

SUMMARY MILESTONE SCHEDULE

The project Summary Milestone Schedule is listed in the class syllabus. As requirements are more clearly defined this schedule may be modified. I will follow by the instructions of the professor and maintain on course for the duration of the semester (Estimated 16 weeks).

PROJECT APPROVAL REQUIREMENTS

Success for the Athlete- Coach Feedback project will be achieved when the web app is fully developed and all documentation is completed. It must achieve the requirements listed in this charter and run successfully by the end of the Fall 2017 semester, when the project must be submitted.

PROJECT MANAGER

Since I will be conducting this project on my own, I, Danyelle Barrett, will take on all roles this project entails. I will be both the project manager and developer, and will fulfill all duties associated with the project.

AUTHORIZATION

Approved by the Project Sponsor:

<Phat Nguyen>

<Software Engineering Professor>

Date: _____