**Anatomy of a Software Development Project**

**Part 1:**

Charter (Who/What/Why)

Problem To Solve

Stakeholders

Solution (Top Level)

Risks / Mitigation

Milestones / Timeline

Personas and Actors (Think user Categories)

Ex: A Player in a Game, A Scorer

Stories (Scenarios that Personas Have)

**Part II**

Functional Requirements (Criteria for Success)

Solutioning / Architecting (Ideas / Components)

Technical Requirements (What each Component must do)

Tool Selection

Front End / Top Layer (Eg: JavaScript Framework, Smartphone Language)

Middle Layer (eg: NodeJs, Java, Django, Oracles)

BackEnd Layer (eg: Blockchain/Database, SideChains)

Document Management (eg: GIT)

Project Management

* Set Team Roles
* Waterfall / Agile ?
* Coding
  + Strategy
* Testing
  + Strategy
  + Plan
  + Scripts
* Deploy
* Product Manage
* Maintain