# Milestone 1

Red Group

10/01/2023

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### **Group Red Meeting Agendas Oct 27th 4:30 PM**

1. Checking to see how every one part is coming out
2. Speak about the 1st milestone and what needs to be done
3. Who is doing what for milestone 1:

* Hannah (Scope Creep, Agenda)
* Derrick (SWOT Analysis)
* Journee (Budget and cost)
* Dre (Project Charter)

Due Date: Everyone have their pieces done by September 29th at 10pm

\*Files will be sent in on Saturday afternoon. \*

\*Everyone needs to read over contract and sign it by Friday (NO EXCEPTIONS) \*

**NEXT MEETING DATE**

* Wed Oct 4th in person after class.
* Sunday Oct 8th over zoom.

**Meeting adjourned Oct 27th 5:15pm**

**Have a great day please contact project manager for any questions.**

# **PROJECT CHARTER**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1. General Project Information | | | | | | | | |
| Project Name: | | | **Game\_Store Database** | | | | | |
| Executive Sponsors: | | | **Vanessa Coote** | | | | | |
| Department Sponsor: | | | **Vanessa Coote** | | | | | |
| Impact of project: | | | The project can foster a vibrant gaming community where players can connect, share experiences, and build lasting relationships with like-minded individuals, improve their gaming skills, learn advanced strategies, and gain a deeper understanding of the games they play. | | | | | |
| 2. Project Team | | | | | | | | |
|  | **Name** | | | **Department** | | **Telephone** | **E-mail** | |
| Project Manager: | Hannah Thompson | | | Project Manager | | (678)923-8681 | hannalorenyt@gmail.com | |
| Team Members: | D’Andre Victor | | | UX/UI | | (850)339-4443 | Dandre1.victor@famu.edu | |
|  | Derrick Johnson | | | Business Delopment and marketing | | (904)718- 4528 | Derrick2.johnson@famu.edu | |
|  | Journee Hudson | | | Accounting and Finances | | (404)721-7250 | Journee1.hudson@famu.edu | |
|  |  | | |  | |  |  | |
|  |  | | |  | |  |  | |
| 3. Stakeholders *(e.g., those with a significant interest in or who will be significantly affected by this project)* | | | | | | | | |
| Casual Gamers | | | | | | | | |
| Content creators | | | | | | | | |
| Game Developers | | | | | | | | |
| Customer Support\* | | | | | | | | |
|  | | | | | | | | |
| 4. Project Scope Statement | | | | | | | | |
| **Project Purpose / Business Justification** *Describe the business need this project addresses* | | | | | | | | |
| To create a comprehensive gaming database that caters to players seeking strategic insights, advanced tips guides, and hidden strageties, and other skillful information about their favorite games from competitive gamers, developers, and other skillful users. | | | | | | | | |
| **Objectives (in business terms)** *Describe the measurable outcomes of the project, e.g., reduce cost by xxxx or increase quality to yyyy* | | | | | | | | |
| 1. Increase users win percentage by 15% 2. Aim to reduce the update implementation time to 2 hours or less 3. Aim for an average of 200 user-generated content pieces per day or week. 4. Aim for a 20% increase in daily active users and a 13% increase in new user registrations. | | | | | | | | |
| **Deliverables** *List the high-level “products” to be created (e.g., improved xxxx process, employee manual on yyyy)* | | | | | | | | |
| 1. Strategy Guides - October 14th, 2023  2. Skillful Analytics - October 28th, 2023  3. Continuous Updates - November 12th, 2023  4. User-Generated Content - November 19th, 2023  5. Personalized Recommendations - November 26th, 2023  6. Community Engagement - December 3rd, 2023. | | | | | | | | |
| **Scope** *List what the project will and will not address (e.g., this project addresses units that report into the Office of Executive Vice President. Units that report into the Provosts Office are not included)* | | | | | | | | |
| What the Project Will Address:   * Centralized Gaming Information: The project will create a mobile application that centralizes gaming-related information, including details about characters, weapons, and strategies from various game genres. * User-Friendly Interface: The app will offer a user-friendly interface that allows gamers to search for specific information within the database. * User Contributions: Users will have the capability to upload their own character designs, builds, and setups, facilitating user interaction and community building. * Multiple Game Genres: The app aims to encompass various game genres, catering to a broad gaming audience. * Subscription-Based Model: The project will implement a subscription-based business model to generate revenue.   What the Project Will Not Address:   * Real-Time Updates: The project will not provide real-time data updates as its primary focus is on centralizing existing information, not continuously updating information as it changes. * In-App Purchases: The project will not incorporate in-app purchases or microtransactions for additional content or features beyond the initial subscription model. * Integration with Third-Party Gaming Platforms: The project will not integrate with external gaming platforms (e.g., Steam, PlayStation Network, Xbox Live) for user account synchronization or data retrieval. * Esports Integration: The project will not expand to include features related to esports, such as live streaming, tournament schedules, or player statistics. * Augmented Reality (AR) or Virtual Reality (VR) Integration: The project will not implement AR or VR elements as it is primarily focused on textual and visual information sharing. * Advanced User Verification: The project will not introduce advanced user verification methods (e.g., biometrics, blockchain) as it exceeds the scope of providing gaming information and user interaction. | | | | | | | | |
| **Project Milestones** *Propose start and end dates for Project Phases (e.g., Inception, Planning, Construction, Delivery) and other major milestones* | | | | | | | | |
| • Approved curriculum for new online degree  • Approved policies and procedures of new online degree  • Procure required hardware and software  • Complete Phase I development  • Produce promotional material  • Launch Phase I pilot  • Evaluate Phase I performance  • Complete Phase II development  • Update promotional material  • Launch Phase II pilot  • Evaluate Phase II performance  • Evaluate project performance | | | | | | | | |
| **Major Known Risks (including significant Assumptions)** *Identify obstacles that may cause the project to fail.* | | | | | | | | |
| |  |  | | --- | --- | | **Risk** | **Risk Rating (Hi, Med, Lo)** | | Data Inaccuracy and Reliability- inaccuracies or inconsistencies in game data sources can lead to incorrect information and strategies due to different play styles. | Medium | | Competition and Market Saturation - gaming database market may already be saturated with existing platforms, making it challenging to gain a significant user base. | High/Medium | | Rapid Changes in Gaming Industry - Rapid Changes in Gaming Industry | Medium | | | | | | | | | |
| **Constraints** *List* a*ny conditions that may limit the project team’s options with respect to resources, personnel, or schedule (e.g., predetermined budget or project end date, limit on number of staff that may be assigned to the project).* | | | | | | | | |
| High user expectations for the platform's performance, content quality, and user experience can impose constraints on development and maintenance efforts.  The project's technical infrastructure, including servers, hosting, and database resources, may have limitations that impact scalability, performance, and uptime. | | | | | | | | |
| **External Dependencies** *Will project success depend on coordination of efforts between the project team and one or more other individuals or groups? Has everyone involved agreed to this interaction?* | | | | | | | | |
| This project will depend on the use of external services, such as analytics tools, communication platforms, and customer support solutions, for the project's operation.  User-generated content, such as strategy guides and community contributions, is a significant part of the project. The project's success depends on active user engagement. | | | | | | | | |
| 5. Communication Strategy *(specify how the project manager will communicate to the Executive Sponsor, Project Team members and Stakeholders, e.g., frequency of status reports, frequency of Project Team meetings, etc.* | | | | | | | | |
| **Executive Sponsor:**  Frequency of Status Reports: Monthly status reports will be provided to the Executive Sponsor to keep them informed of the project's overall progress, challenges, and key milestones.  Quarterly Strategy Meetings: Quarterly strategy meetings will be scheduled to discuss high-level project goals, alignment with business objectives, and any strategic decisions.  **Project Team Members:**  Weekly Project Team Meetings: Regular weekly meetings will be held with project team members to discuss project progress, tasks, and any issues that need resolution. These meetings will provide an opportunity for team members to provide updates and seek clarifications.  Task Assignments: Tasks and responsibilities will be clearly assigned with deadlines and priorities communicated during the team meetings.  **Stakeholders**:  Monthly Stakeholder Updates: Monthly updates will be sent to key stakeholders, including content creators, community managers, and gaming industry partners. These updates will include project highlights, user engagement metrics, and any relevant news.  Bi-Monthly User Surveys: Bi-monthly user surveys will be conducted to gather feedback from the user community. Survey results will be compiled and shared with stakeholders to demonstrate responsiveness to user needs.  Feedback Channels: Clear channels for reporting issues and providing feedback will be maintained on the platform, ensuring that stakeholders can easily communicate their concerns and suggestions. | | | | | | | | |
| 6. Sign-off | | | | | | | | |
|  | | Name | | | Signature | | | Date (MM/DD/YYYY) |
| Executive Sponsor | | Vanessa Coote | | | ***Vanessa A.Coote*** | | | 10/01/2023 |
| Department Sponsor | | Vanessa Coote | | | Vanessa A.Coote | | | 10/01/2023 |
| Project Manager | | Hannah Thompson | | | *Hannah Thompson* | | | 10/01/2023 |
| 7. Notes | | | | | | | | |
| A screenshot of a phone  Description automatically generated  Executive aand Department Sponsor | | | | | | | | |

**Strengths**:

* Unique Content: The app offers a unique value proposition by centralizing information from various sources into one easily accessible database, making it a valuable resource for gamers.
* Wide Audience: By covering multiple genres of games, the app can target a broad audience, increasing its potential user base.
* User Interaction: Allowing users to upload their own content and interact with others creates a sense of community, enhancing user engagement and loyalty.
* No Dependency on Game Developers: Since the app relies on publicly available information, it doesn't require cooperation from game developers, reducing potential legal and operational hurdles.

**Weaknesses**:

* Content Accuracy: Ensuring the accuracy and relevance of the information pulled from external sources may be challenging, potentially leading to user dissatisfaction if inaccurate data is provided.
* Competitive Landscape: The gaming information market is competitive, with existing websites and apps offering similar content. It may be challenging to differentiate the app from competitors.
* Maintenance and Updates: Continuously updating the app to match game changes and maintaining a wide range of game information can be resource intensive.

**Opportunities:**

* Monetization: The app can generate revenue through subscription fees, advertisements, or partnerships with gaming-related companies.
* Expansion: As new games are released and gain popularity, the app can expand its database to include these titles, attracting more users.
* Growth in E-Sports: With the growing popularity of professional gaming and streaming, the app can capitalize on this trend by providing content related to E-Sports and professional players.

**Threats:**

* Legal Issues: Although the app doesn't require permission from game developers, there may still be legal concerns related to the use of copyrighted materials or data scraping.
* Data Security: Handling user-generated content and personal data requires security measures to protect user privacy and prevent data breaches.
* Changing User Behavior: User preferences and behaviors in the gaming community can change rapidly, affecting the app's popularity and user engagement.
* Competitive Pressure: Established gaming websites and apps may respond to the app's entry into the market by improving their own services or launching similar offerings.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Duration | Estimated Hours | Estimated Budget | Start Date | End Date |
| Project Planning and Research | 2 weeks | 80 | $5,000 | 10/01/2023 | 10/15/2023 |
| Database Design and Setup | 4 weeks | 160 | $10,000 | 10/16/2023 | 10/31/2023 |
| Front-end Development | 8 weeks | 320 | $20,000 | 11/01/2023 | 12/12/2023 |
| Back-end Development | 10 weeks | 400 | $25,000 | 12/13/2023 | 01/30/2024 |
| Quality Assurance and Testing | 4 weeks | 128 | $8,000 | 01/31/2024 | 02/27/2024 |
| UI/UX Design | 2 weeks | 80 | $5,000 | 02/28/2023 | 03/12/2024 |
| Deployment and Final Testing | 2 weeks | 112 | $7,000 | 03/13/2024 | 03/26/2024 |
| Training and Documentation | 1 week | 48 | $3,000 | 03/27/2024 | 04/02/2024 |
| Contingency | N/A | N/A | $7,500 | 04/03/2024 | 04/03/2024 |

**Scope Creep**  
**Project Name**: Game-Store Database

**Description of the project:**

The project is to create a subscription-based app that provides information of the best of what is available from that game. Whether it’s the best weapon to use, best strategy for different scenarios. All of which can be found somewhere on the internet sometimes for a cost. This information can be hard to track down at times. The app will centralize the information from these external sites into a database and allows users to search from the app interface. They will be able to search for their respective game, to find details of their desired character, weapon, etc. Ideally the app will span multiple genres of games to reach different audiences. The app would also allow users, to upload their own character designs, builds, or setups. Further allowing user interaction amongst themselves with others in their gaming community.

**Project Justification**

To create a comprehensive gaming database that caters to players seeking strategic insights, advanced tips guides, and hidden strategies, and other skillful information about their favorite games from competitive gamers, developers, and other skillful users.

**Goals:** The goal for this project is to allow gamers to search for their respective game, to find details of their desired character, weapon, etc. While also being able to upload their own character designs, builds, and setups for ant game.

**Deliverables:**

Strategy Guides October 14th, 2023  
2. Skillful Analytics October 28th, 2023  
3. Continuous Updates November 12th, 2023  
4. User-Generated Content November 19th, 2023  
5. Personalized Recommendations November 26th, 2023,

6. Community Engagement December 3rd, 2023

**Risk:**

Data Inaccuracy and Reliability- inaccuracies or inconsistencies in game data sources can lead to incorrect information and strategies due to different play styles.  
Competition and Market Saturation - gaming database market may already be saturated with existing platforms, making it challenging to gain a significant user base

Rapid Changes in Gaming Industry - Rapid Changes in Gaming Industry

**Roles**

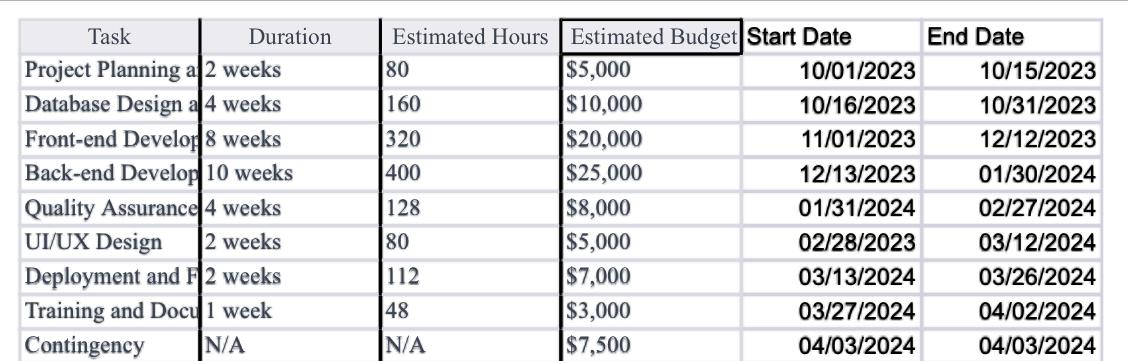
Project Manager: Hannah Thompson  
Team Members:  
D’Andre Victor: UX/UI  
Derrick Johnson: Business Deployment and marketing

Journee Hudson: Accounting and Finances

**Project milestones:**

Initiation phase-  
Planning phase- Execution phase-  
Monitor and control phase- Closure phase-

Cost estimates/Proposed timeline



**Constraints:**

High user expectations for the platform's performance, content quality, and user experience can impose constraints on development and maintenance efforts.  
The project's technical infrastructure, including servers, hosting, and database resources, may have limitations that impact.

scalability, performance, and uptime.

Project Team Project

Team name: Red Date: 09/28/2023

Goals

* Ensure equitable collaboration: The team's primary goal is to foster fair participation, ensuring that each member contributes equally to the project's success.
* Develop project management skills: By the project's conclusion, every team member should have acquired the skills necessary to effectively initiate, execute, and complete a project.
* Enhance departmental understanding: Through the project's execution, we aim to gain a deeper understanding of each team member's department, fostering improved cross-functional awareness and collaboration.

Expectations:

* Regular Communication: It is imperative that all team members actively engage in group chats to discuss project-related matters and individual assignments. Effective communication within these channels is essential for project success.
* Attendance in Meetings: Attendance is mandatory for both virtual (Zoom) and in-person meetings. Team members are expected to participate in these sessions, as they play a crucial role in project coordination and progress monitoring.
* Weekly Project Meeting: A weekly project meeting will be scheduled to discuss the project's status, address any concerns, and ensure that everyone is on the same page. This regular check-in will help us stay aligned and make necessary adjustments as needed.

Agreements:

1. No calls no shows for meetings
2. Meet at least once a week about projects
3. Put completed files in the red group files on canvas
4. Turn in assignments by deadline
5. Everyone must do their part
6. Make sure your department is up to date with deadlines

Consequences:

* Regular Communication: Active participation in group chats to discuss project-related matters and individual assignments is essential for project success.
* Attendance in Meetings: Mandatory attendance in both virtual (Zoom) and in-person meetings is expected, as they are crucial for project coordination and progress monitoring.
* Weekly Project Meeting: We will hold a weekly project meeting to discuss the project's status, address concerns, and ensure alignment among team members, enabling necessary adjustments.

We share these goals and expectations, and agree to these policies, procedures, and consequences.

*Hannah Thompson*

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Team MemberA black background with a black square

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Team Member

*Derrick Johnson Jr*

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Team Member

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Team Member