

1. Project Purpose / Background

(Why this project is being undertaken; business need or problem it addresses)

- Our client wants to build a modern, user-friendly hiking website that serves as a trusted resource for both beginners and experienced hikers in the Pacific Northwest. Our client intends for this website to address the following problems he has observed in the hiking community:
- #1 - New hikers struggle to find accurate, centralized, and up-to-date trail information
- #2 - Popular trails are overcrowded, while lesser-known trails are underused
- #3 - Many websites are outdated, difficult to navigate, or focused mainly on advertising gear rather than safety and stewardship
- Create a centralized web application that will allow our client's organization, The Great Outdoors, to grow and better serve hikers

2. Project Objectives

(What the project aims to achieve; should be specific and measurable if possible)

- Objective 1: Create a website and associated mobile application that serves as an informational resource to hikers – primarily reliable trail information (difficulty, distance, elevation gain)
- Objective 2: Both the website and app should allow users to create individual accounts, make donations, and receive membership support.
- Objective 3: Both the website and app should promote lesser-known trails, safe hiking practices, and seasonal awareness.

3. Scope

In Scope:

- View: reviews, trail details, membership information
- Create a user account
- Optimized mobile app version
- Compose written as well as star-rated reviews for trails

Out of Scope:

- Continuous GPS location tracking for end user / interactive Maps application?
- Management of robust membership databases

4. High-Level Deliverables

(Key outputs/products of the project)

- Deliverable 1: Website and application UI for: viewing and creating trail reviews,
- Deliverable 2: User-friendly guided hike registration system
- Deliverable 3: UI for end user to make donations

5. Milestones / Timeline

Milestone	Target Date	Description
Test version 1 of website & app	Mar 1 2026	1st draft of website and app
Test version 2 of website & app	Mar 23 2026	2nd draft of website and app
MVP launched	Apr 20 2026	1st official version of website and app launched

6. Stakeholders

Stakeholder	Role	Contact Information
PNW hikers	End user	N/A
Bahaeldin AhmedAwad	Web developer	Bahaeldin.ahmedawad@website.com
Laura Banuelos Rios	Mobile application developer	Laura.banuelosrios@website.com
The Great Outdoors staff	Our client + org.'s team	Info@thegreatoutdoors.com
Joe Schmoe	Tester	Joe.schmoe@website.com

7. Roles and Responsibilities

Role	Assigned To	Responsibility
Project Sponsor	Sydney Van Hoose	Provide funding and executive support
Project Manager	Samantha Ruiz	Oversee project execution and reporting

Key Member #1 Bahaeldin AhmedAwad Complete project tasks as assigned

Key Member #2 Laura Banuelos Rios Complete project tasks as assigned

8. Resources

Key Resources: (e.g., software, hardware, personnel)

- Personnel: Project Sponsor, Project Manager
- Personnel (Developers): Key Member #1, Key Member #2
- Communication Tools: GitHub, Discord, Asana
- Software: React Native, VSCode
- Time: 2-week sprint cycles

9. Assumptions and Constraints

Assumptions:

- Our client will fund development work towards this project for at least 2 consecutive months.
- The user accounts feature that facilitates partnering with third-party organizations will not be part of the MVP (first run).

Constraints:

- Client has very limited technical proficiency
- MVP must be launched within 2-4 months
- Our client is a small organization with a small budget

10. Risks and Issues

- Risk 1: Primary website developer, Bahaeldin AhmedAwad, unavailable/OOO
- 1- Issue Management: redistribute development work between our mobile app developer, Laura Banuelos Rios, and a new developer (internal candidate)
- Risk 2: Projected to not meet deadline (2-4 months)
- 2 - Issue Management: Parse down functionality goals to user account creation and the ability to view trail and safety information

11. Communication Plan

- Primary Communication Tools: Discord, Asana, GitHub
- Reporting Frequency / Updates: Weekly on Wednesdays
- Key Points of Contact: Samantha Ruiz & Bahaeldin AhmedAwad

12. Decision-Making / Governance

- Decisions regarding scope, resources, or deliverables will be made by: Sydney Van Hoose
- Escalation path if conflicts arise: Samantha Ruiz

13. Approval / Signatures

We, the undersigned, approve this Project Charter and authorize the project to proceed.

Approval / Signatures

Name	Role	Signature	Date
Sydney Van Hoose	Project Sponsor	SVH	1/27/26
Samantha Ruiz	Project Manager	SR	1/27/26
Bahaeldin AhmedAwad	Key Developer	BAA	1/27/26
Laura Banuelos Rios	Key Developer	LBR	1/27/26