



CLEVO - a budding sharemarket investor application

PROJECT CHARTER - Group 8

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Document Control

File Directory	<p>Project Charter: https://docs.google.com/a/rmit.edu.au/document/d/1n4PDnQ4YRmyFRVFPBTnnhUguG1px4i7ZlYOvJ9-ZQol/edit?usp=sharing</p> <p>Risk Register: https://docs.google.com/a/rmit.edu.au/document/d/14EORbc6w8wc6Y-ol4iKzDKZFwp8XZd6a8ekevOuYbcM/edit?usp=sharing</p> <p>Project Schedule: https://docs.google.com/a/rmit.edu.au/spreadsheets/d/1OJAzn-wTzLVkSfgf2pdsKiQ29PiB3PBOZMgTlwPC7zM/edit?usp=sharing</p>
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V 1.0	11/09/2016	Amir Homayoon Ashrafzadeh	Supervisor
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Amendment History

Section	Page	Version	Comment
<Enter Doc. Section No.>	<Enter Page No.>	<Enter Version No.>	<Enter Comments to explain the reason for the document text or other changes, e.g., Updated text after walkthrough with the stakeholders, or e.g., Updated section after technical consultation>
2, 3	3, 6	1.1	Sponsor recommendation: Corrected 3 occurrences of Amir Homayoon Ashrafzadeh being misspelled
7	8	1.1	Sponsor recommendation: Improved language in section

TOC	5	1.1	Sponsor recommendation: Updated page numbers.
3	7	1.1	Stakeholders and End Users: Improved language as suggested by Homy
1	1	2.0	Changed Project name to CLEVO
1	2	2.0	Added links to Project Charter, Risk Register and Project Schedule
3	7	2.0	Changed group dynamics to a Project Manager and a Team Leader instead of two Project Managers as suggested by both Vic and Amir. Also adjusted responsibilities

Add a row for each section update or consolidate if changes are minimal. NOTE: Changes should be tracked within the document if the document is to be re-distributed, so that the audience can quickly see the changes.

Staff or Entities Consulted

Name	Position / Organization
Vio Marcu	Project Manager - RMIT Student
Lucas Brook	Team Leader - RMIT Student
Carlo R Beasley	Developer and Tester - RMIT Student
Evan Le Clercq	Developer and Tester - RMIT Student
Ocal Ogten	Developer and Tester - RMIT Student
Amir Homayoon Ashrafzadeh	Supervisor - RMIT

Add rows as needed. If not relevant, enter N/A.

Related Documents

Name	Author	Description
<Enter Document Name>	<Enter Author>	<Enter Document Description>
Risk Register	Carlo R Beasley Lucas Brook Evan Le Clercq Vio Marcu Ocal Ogten	Potential risks with mitigation strategies and contingency plans
Project Schedule	Vio Marcu Lucas Brook	Proposed project schedule

Preface

The purpose of this document is to outline the Charter for CLEVO - a budding sharemarket investor project. It serves as an agreement between the project team, the sponsor and the supervisor. It outlines the project's purpose and how the project will be approached, resourced, managed and delivered. Any amendments after this document has been signed off will be via addenda.

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1 Project Summary

This project has been selected to develop a stock market game which will allow budding investors the opportunity to develop their skills in stock trading. This will provide budding investors with simulated experiences to learn the risks and opportunities that share market trading presents. Users will be allocated a set amount of bogus money to buy and sell shares at the current price from the ASX in order to experience how share trading choices can be played out in the market place.

The sponsor is offering this project to students that attend RMIT to develop their skills in finance and economics units to understand the workings of the sharemarket.

The main objectives that will be achieved by the project include providing a 'Budding Sharemarket Investor Game' which allows the following functionality: Registration of stock market players, user login, opening a trading account, list the average price of shares in possession and current number of shares held, support transactions for the buying and selling of shares, track the movement of share price at regular intervals and plot the graph, list a summary of transactions within specified dates, view current balance in dollars and current stock value, maintain a leaderboard and provide appropriate admin functionality.

2 Project Sponsor

The project sponsor is Amir Homayoon Ashrafzadeh of RMIT University. RMIT is a global university of technology, design and enterprise that is concerned with creating programs and applications to support the learning needs of students to ensure they develop the skills required to perform effectively in places of employment in the competitive global marketplace.

3 Stakeholders and End Users

The key stakeholders for the project are:

RMIT is the project sponsor who ordered and finances the project, also accountable for the overall governance of the project. They are stakeholders because without a sponsor, a project can not exist.

Amir Homayoon Ashrafzadeh (Supervisor) - is essential for the project's success. Provides direction and advice to the project team, monitors project progress, reviews project plans and provides assessments on outcomes. The supervisor is a stakeholder because is directly involved in project supervision, guidance and assessment.

Vio (Project Manager) - The project manager ensures the agreed output of the project is delivered within the constraints of time, scope and quality. The project manager is responsible for providing progress reports and discuss any project questions with the supervisor and the team.

Lucas (Team Leader) - Works along with the Project manager and the development team. The Team Leader is responsible for providing progress updates to the project manager and discuss any project issues with the Project Manager and the team in order to achieve the deadlines of each week proposed sprint.

Evan, Ocal, Carlo (development team) - work along with the project manager and team leader to ensure project meets all deadlines and meets all requirements in terms of time, scope and quality and will perform tasks included development, testing and and customer role playing.

Clients (The End User) - People that are using the finished product. The end user is who the project is being built for ultimately. The end user can provide valuable and honest feedback when project milestones are reached and during testing.

4 Appointment of Project Leader

The project leaders are Viorel Marcu and Lucas Brook. The project leaders were appointed due their high level of organisation shown in the early stages of project initiation and their ability to organise and prioritise tasks and group members to achieve project goals and milestones.

5 Project Team Members

The project team members and their respective roles are:

Vio Marcu: Project Manager - Manage all aspects of the project

Lucas Brook: Team Leader - Manage team development and assist project manager

Ocal Ogten: Development and Testing - Work along with the project manager in order to develop the Budding Sharemarket Investor application

Carlo Beasley: Development and Testing - Work along with the project manager in order to develop the Budding Sharemarket Investor application

Evan Le Clercq: Development and Testing - Work along with the project manager in order to develop the Budding Sharemarket Investor application

6 Project Methodology and Approach

The team will use AGILE methodology and the Scrum approach to deliver this project. This methodology and approach has been selected due to the nature of the project and the necessity to produce deliverables consistently throughout the project. Delivering functioning software at regular intervals is in line with AGILE scrum methodology and the team will consistently conduct scrum meetings to determine what has been achieved and what will be worked on prior to the next scrum meeting to work through the sprint backlog.

The team members are based across a range of locations globally and will use a range of online processes to communicate, share information, allocate tasks and collaborate throughout the project. This will include use of: Trello, Google hangouts, Google Docs, Slack and BitBucket to manage various aspects of the project.

7 Project Governance

The Governance model is as follows:

The project manager will share the responsibility for managing and leading the project team. All decisions will be thoroughly discussed as a team in a manner that allows each member the opportunity to express their opinions and preferences. Majority will rule but in the event of a dispute the project sponsor may be contacted.

A weekly video conference will be the main communication with the sponsor with all team members expected to attend. One of the project manager will be tasked with giving the sponsor a walkthrough of the past week's activities, presenting deliverables and raising any questions posed during the week. Any communication with the sponsor outside this meeting will be handled by a project manager and shared with the team.

Due to the nature of this project it is unlikely that functionality will change or be added by the client. Thorough analysis and requirements gathering during the initial stages of the project will reduce the potential for scope creep. Daily team meetings will provide the opportunity for concerns relating to scope, workload and scheduling to be raised. Each task currently being worked on will be regularly shared and discussed with the team to ensure work is not being performed beyond the outlined requirements. Scope changes must go through an approval process involving the entire project team and also the project sponsor if deemed necessary.

Risks will be recorded and monitored in the Risk Register document. Issues should be recorded in the Issues Register document as soon as they have been identified and the relevant parties should discuss these at the next meeting. Issues need to be actively managed and will remain in the document for the lifecycle of the project. The entire project team will have access to both these documents and should regularly refer to them.

8 Project Scope & Deliverables

Project Scope:

The goal of this project is to develop the share market game as outlined in the summary above. The budding share market game will allow players to use bogus money to simulate buying and selling of shares based on actual ASX data. Data will be retrieved via web service calls to a finance API, and will be used in the buying, selling and tracking of shares in the market.

The budding investor game will be hosted online, and built with a combination of PHP, MySQL, HTML and CSS. Users will be able to navigate to the site, log-on or register, and begin dealing in the faux marketplace. There will also be admin functionality built into the site.

The team will be using Agile development methodology and a Scrum approach to delivery. Therefore our timeline will consist of weekly functional increments, with a final delivery date of the end of week 13 SP3.

We will endeavour to deliver a high quality product within the scope of the project. All deliverables will be signed off by the project sponsor prior to release.

Project deliverables are as follows:

1. Develop a Web Application: Budding Sharemarket Investor
2. User should be able to Login into the application
3. User should be able to open a trading account
4. Application should support transactions of buying and selling of shares
5. Applications should provide live updates of share prices
6. Application must provide a history of share price fluctuations
7. Application should provide player's current balance
8. Application should maintain an updated leader board
9. Application should offer appropriate admin functionality

Out of scope:

Although the application will support 'live' updating of shares, due to the constraints of using non-commercial finance API's, they will actually be delayed to some extent, most likely 20 – 40 minutes.

The web application will not have chat functionality between users or any other 'multiplayer' elements other than the leader board.

Stock data will be limited to the Australian stock exchange.