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| **Retro games store**  Project Charge Document (M101) |

1. **Project Information**

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| **Project Name:** | Retro games store | **PlanView Number:** | 1234 |
| **Project Sponsor:** | Vitaliy Dorosh | **Project Size:** | Small |
| **Project Director:** | Vitaliy Dorosh | **Project Start Date:** | 19.02.2024 |
| **Project Manager:** | Serhii Budnik | **Project End Date:** | 22.05.2024 |

1. **Project Leads**

| **Lead Name** | **Division** | **Unit** |
| --- | --- | --- |
| Budnik Serhii | Project Management Lead |  |
| Bukevych Illia | Head of development division |  |
| Vasylchuk Oleksandr | Head of design division |  |
| Yednak Ivan |  |  |

# Project Statement

| **Project Area** | **Description** |
| --- | --- |
| Background: | Our retro games store offers a unique opportunity to immerse yourself in the world of famous classic games that have already become legends. We understand that many of our customers have special memories of days spent at the computer playing their favorite games. That's why we focus on restoring this unique atmosphere, allowing our customers to go back in time and relive the childhood joy of playing. |
| Project Vision Statement: | Our mission is to create a special space where everyone can feel the spirit of the past through the game. Our retro games store aims to be not only a place to buy classic games, but also a hub where players can immerse themselves in the unique world of retro games, reconnect with their childhood and share memories with other gaming fans. |
| Objective: | 1. product range expansion: Constantly updating our catalog of retro games, including a variety of genres and platforms. 2. Creating a convenient shopping platform: Improving our website and online store to make it easier to choose and buy games. 3. Supporting the Gamer Community: Providing forums, discussions and events for our customers to increase interaction and community among fans of retro games. 4. Promotion of retro gaming culture: Organization of events, exhibitions and other activities to popularize retro games and attract new customers. 5. Providing excellent customer service: Fast and efficient support to customers in solving questions and providing assistance with the selection and purchase of products. |
| Scope: |  |
| Included in scope: | 1. Classic Retro Games Sale: Our store will offer a wide range of classic games for various platforms, including arcades, consoles and PCs. 2. Organization of an online store: We will develop and maintain an online platform for the convenient purchase of games by our customers. 3. Player Community: We will provide opportunities for interaction and exchange of views among our customers, including forums, blogs and social networs. 4. Customer Support: We will provide fast and efficient customer support for product, shipping and other questions. |
| Excluded from scope: | 1. Equipment Repair and Maintenance: Our store will not repair or service old gaming systems or computers. 2. Development of our own games: We will not develop our own retro games or interfere with their creation. 3. Hardware sales: We will not sell old game consoles or computers, deviating from our main goal of selling games. |
| Impacts: (Organizational & Technical) | 1. Increased Sales Volume: Successful implementation of the project may lead to an increase in sales volume due to an attractive assortment of retro games and a user-friendly online store. 2. Enhanced Brand Recognition: The retro game store could become known as a reliable source of classic games, positively impacting brand recognition within the gaming community. 3. Community Engagement: Active engagement with the gaming community could create a positive image for the store, attracting more customers and encouraging repeat purchases. |

# High-level Requirements

| **Requirement Area** | **Projected Steps/Comments** |
| --- | --- |
| Supplier Relationships | 1. Establish agreements with reliable suppliers or vendors for sourcing retro games.  2. Maintain open communication channels to ensure consistent supply and address any issues promptly. |
| Customer Demand and Trends | 1. Conduct market research to identify popular retro games and gaming trends.  2. Regularly monitor sales data and customer feedback to adjust product offerings accordingly. |
| Regulatory Compliance | 1. Stay informed about relevant laws and regulations governing online sales and data protection.  2. Implement policies and procedures to ensure compliance with legal requirements and protect customer data. |

# High-level Deliverables

| **Deliverable Type**  **Note: Identify each type as either  Business Process or Project Management.** | **Description** |
| --- | --- |
| Business Process | 1. Supplier Performance Evaluation Metrics: Metrics to assess supplier performance for retro game sourcing. 2. Customer Feedback Analysis Report: Analysis of customer feedback to improve product offerings and service. 3. Sales Forecasting Model: Model to forecast sales based on historical data and market trends. |
| Project Management | 1. 1. Vendor Performance Metrics: Metrics for evaluating vendor performance for finding retro games. 2. 2. Customer Feedback Analysis Report: Analysis of customer feedback to improve product and service offerings. 3. 3. Quality assurance plan: A plan outlining procedures for ensuring product quality |

# High-level Timeline

| **Milestone** | **Target Date** | **Date Achieved** |
| --- | --- | --- |
| Task Definition. | 5.02.2024 |  |
| Completed Product Concept. | 10.03.2024 |  |
| Alpha Version Presentation. | 05.04.2024 |  |
| Beta Version Presentation. | 01.05.2024 |  |
| Project Release | 20.05.2024 |  |

# Project Team

| **Project Groups** | **Division/Units Represented** |
| --- | --- |
| Core Group(s): | Budnik Serhii |
| Subject Matter/Expert(s): | Budnik Serhii |
| Technical Expert(s): | Bukevych Illia |
| Other(s) (please describe): | Vasylchuk Oleksandr, Yednak Ivan |

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# Project Status Reports

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| **Status Report Owner:** | Budnik Serhii |

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| **Status Report Audience:** | Vitaliy Dorosh |  |
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