Project Charter: **Kasino**

**Background**

[Why is the project being undertaken? Describe an opportunity or problem that the project is to address.]

English has been spoken in South Africa for over 200 years, evolving into a distinct dialect with a vocabulary strongly influenced by indigenous languages and games. Learning to understand the locals with our comprehensive guide to South Africa lingo and the games that we enjoy to play. Our rich history and diversity is failed to be expressed in many different ways. For example the card games are available to us currently in the market do not reflect our rich diversity and indigenous games that we have in South Africa. The revival of Indigenous Games in South Africa evolved as a response to the national call to embrace the African Renaissance.  This revival is intended to popularise those cultural activities that have a particular appeal to vast sectors of the South African society in order to get more South Africans more active. Kasino is the where the we aim to showcase all these indigenous games on digital platforms and we will start off with the card games for example Crazy 8, Donkey including our very own Kasino card game. As part of our heritage, and we encourage people in our communities to play these games anywhere as we have taken a challenge to digitalize them. We also want to teach children how to play and code these games as our way of giving back to the communities around us.

**Goals**

·         [specific & measurable goal  1] To plan and code the basic structure of the first four card games most people can play or it is to digitalize our local games

·         [specific & measurable goal  2] To create a well-known brand(Kasino)

·         [specific & measurable goal  3] It is to teach young South African children how to code from a very tender age

**Scope**

[What will be the end result of the project? Describe what phases of work will be undertaken. It’s also important to mention what activities will not be included in this project.]

Kasino will be a digitalized platform that will showcase indigenous games and also create a better South Africa for all. As we also planned to tell the true South African or African stories and the lives of ordinary citizens

**Key Stakeholders**

|  |  |
| --- | --- |
| Client | [name] South African Communities |
| Sponsor | [name] CapaCiti |
| Project members | [name] Aluta Kwaza, Unakho Kama ,Litha Sontange,Ongeziwe Luvo |

**Project Milestones**

[Identify the significant project milestones: start date, end date and invoicing dates to the client.]

**Project Budget**

[Describe the main project expenses: non-recurring & monthly recurring.]

**Constraints, Assumptions, Risks and Dependencies**

|  |  |
| --- | --- |
| Constraints | [Describe here potential factors that will impact the delivery of the project]  It is that we have other tasks like learning on the learnership and we have a little time to achieve a lot of things |
| Assumptions | [Describe here conditions or situations that you are relying on in order to achieve project goals] |
| Risks and Dependencies | [What are the most significant risks? What things must happen before the project is delivered?] |

**Approval Signatures**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
| [Name], Project Client |  | [Name], Project Sponsor |  | [Name], Project Manager |