Project Charter

CS 480 – BlockArt: Digital Art Marketplace

Updated 6/4/2017 – Version 1.0

Project Name	BlockArt
Project Manager	Melanie Giuisti
Primary Stakeholder(s)	Project team members

Project Description / Statement of Work	
The team will be responsible for creating a web based marketplace application for digital images. The images will be uploaded by artists, and can be downloaded after purchase by their fans and other art collectors. Images will be browsable and will be stored via database. Blockchain technology will be implemented to provide security through purchase verification.	

Business Case / Statement of Need	
Application will provide an outlet for independent digital artists to market their work. And it will provide collectors a way to search for and purchase their favorite artist's work as well as browse all uploaded artwork.	

Customers	Customer Needs / Requirements
Class Project	Implement Blockchain technology.

Project Definition	
Goals	Provide digital artists a simple and secure web based option for marketing their artwork. Utilize Blockchain technology to record and verify transactions.
Scope	Project includes a web based user interface and implementation of database and blockchain servers. Application will be responsible for communicating with the servers, allowing users to upload, browse, and purchase images, and recording purchases.
Deliverables	Source code, deployment instructions, release notes, various informative documentation and diagrams.

Project Constraints / Risks
- Team must research web based application development, database and blockchain implementation. - Project time limited to three short sprints. - Team members do not live close to each other, or meeting places.

Implementation Plan / Milestones
- Completed by the end of sprint 1 (April 21, 2017): Requirement Analysis, blockchain and database research, user interface design plan. - Completed by the end of sprint 2 (May 12, 2017): User interface framework, blockchain and database interface. - Application should be fully functional and tested by the date of the class demonstration, end of sprint 3 (June 6, 2017).

Communication Plan
- Long distance communication required. - Team will meet at least once outside of class for each of the three sprints. - Collaboration will take place outside of team meetings. - Communication will consist of updates on achieved goals, plans for what will be worked on next, and how team members can collaborate.

Change / Issue Management		
- Time constraints are a large factor. - Unnecessary features that require the most time will be put off for this version.		
Project Team Roles and Responsibilities		
Members	**Roles**	**Responsibilities**
Melanie Giuisti	Project Manager, Developer	Application user interface, team coordination, research
Andrew Olaveson	QA, Developer	Database and Blockchain interface, research
Marc Deaso	BA, Developer	Documentation, research

Sign-off

Sponsor/Project Manager: _____ Date: _____

Prepared by: Marc Deaso