Project Charter

**The Client:**

Marvin Aday, V.P. Retail Operations, CVGS

**Business Purpose:**

The project is to create a game store, where users have their own profiles, and the site itself has special functions that are exclusive for members. The technical details are primarily left to the developers.

**Project Roles/Responsibilities:**

*<These represent the roles and names of each member of the team and the responsibilities that each has. Include users who will assist with the project.>*

**Event Table:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case#** | **Use Case Name** | **Event** | **Trigger** | **Source** | **Response** | **Destination** |
| UC01 | Display Item Availability | Customer wants to check availability of item | Item inquiry | Customer | Item availability details are displayed | Customer |
| UC02 | Produce Report | Scheduled time for summary report | End of month |  | Customer report is generated | Marketing |

**Features List:**

* Ability to purchase games
* Wishlists
* Custom user profiles

**System Objectives:**

*<System objectives are stated from the perspective of the Information Technology group. An example might be "all transaction must provide less than 2 seconds response time.">*

**Project Critical Success Factors:**

*<These represent the factors that will contribute to the success of the project. An example might be "a business user is available to the project full time.">*

**Preliminary Technical Architecture:**

The project will be using Microsoft’s ASP.NET framework for C# primarily.