**Project Charter**

**The Client:**

Marvin Aday, V.P. Retail Operations, CVGS

Actors: Visitor, Member, Employee

**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:**

**(LEGEND: A=Alex, B=Brody,J=Jake,M=Michal)**

Team Leader - A

Project Planning - J

Project Record Keeping - B, M

Interacting with clients - All

Diagramming/Documenting Client Requirements - All

Diagramming/Documenting Overall Design - All

Technical Documentation - A, M

Client Documentation - B, J

Web graphics - B, J

Web Site Design - B, J

Web Page Design - B, J

Web Programming - B

Interactive Testing - A

Class Design - A

Business Programming - B, J

Technical/Lower-level programming - A, M

Unit and Integration Testing - M

Database Design - M

SQL/LINQ development - B, M

Report Development - All

Installer Development - All

**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 | Someone in the company requests one of many different types of reports | End of month | Employee | Customer report is generated | Marketing |
| UC03 | Joins/Opens account | Customer wants to open an account on the site | Click register | Visitor | Customer account created | System |
| UC04 | Rate a game | Customer goes to rate a game | Clicks “Rate Title” on game page | Member | System adds game rating | System |
| UC05 | Create a profile | Customer creates a user profile | After registering | Member | Member profile created | System |
| UC06 | Searches game catalogue | Customer wants to browse the list of available games | Types into searchbox | User | List of games matching query returned | System |
| UC07 | Add item to wish list | Customer wants to add a game to their wish list | Click “Add to wishlist” | Member | Specific game is saved to user’s list | System |
| UC08 | Adds a member to the Family/Friends list | Customer wants to add someone to their Family/Friend list | Click “Add friend” | Member | Friend/Family user is added to the list | System |
| UC09 | View credit cards | Customer wants to edit or add payment info | Clicks “Payment Info” | Member | System returns list of payment info with options to add/edit/delete | System |
| UC09.5 | Add a new credit card | Customer wants to add new payment info | Clicks “Add Card” | Member | Payment info saved to account | System |
| UC10 | View cart | Customer wants to obtain a game | Clicks “Cart” | Member | Cart is displayed, along with the current list of products in it. | System |
| UC11 | Download free/purchased game | Customer wants to download a game they have purchased | Clicks on game, click Download. | Customer | Game installer is downloaded to user’s computer | System |
| UC12 | Update customer order status | Employee wants to update a customer order because it is shipped | In employee portal, click “Open Orders” | Employee | System displays list of open orders, with button beside each one for updating the status from “Waiting” to “Shipped” | System |
| UC13 | Create/Update Event info | Employee wants to add/update event info | Clicks “Create Event” under “Events” | Employee | Event created or updated, depending on employee choice | System |
| UC14 | Delete Event info | Employee wants to delete event info | Clicks an “X” beside an event | Employee | Confirmation popup, then event deleted. | System |
| UC15 | Register for upcoming event | Customer wants to register for a created event | Clicks “Register for Event” | Member | Member name is added to the list of attendees | System |

**Features List:**

* Ability to purchase games
* Download purchased games
* Download free games
* Wishlists
* Ability for users to register and login to the site
* Ability for employees to add/edit/delete games
* Personalized profiles with display name, actual name, email, gender, birth date
* Ability to filter games by platform and category
* Ability to rate games
* Summarize individual reviews, as well as provide an overall rating for a given game
* Ability to review games
* Employees can add/edit/delete information about events
* Allow members to join events

**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.">*

Transaction time length should stay under 5 seconds, at most.

Should have more modern games to choose from

Website’s target uptime percentage is 98%, 2% spared for potential construction.

**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.">*

Employees can access the site 24/7

Separation between User and Employee must be visibly evident

Design of the site must be appealing and inviting

Site accessed through HTTPS.

**Preliminary Technical Architecture:**

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