

Jack Sawyer

PROJECT CHARTER DOCUMENT

Prepared by Senior Project Team

iloveyou



**College of Engineering and Computer Science
Department of Computer Science**

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TABLE OF CONTENTS

	Page
1.0 INTRODUCTION	3
1.1 Purpose	5
1.2 Overview	5
2.0 PROJECT PRODUCT OWNER AND PRODUCT OWNER NEED	6
2.1 Product Owner Identification	6
2.2 Product Owner's "Business"	6
2.3 Description of Need	6
2.4 Assumptions and Constraints	6
2.5 Limiting Conditions	6
3.0 ACADEMIC NATURE OF THE PROJECT	7
3.1 Goals	7
3.2 General Disclaimer	7
3.3 Support Limitations	7
3.4 Other Disclaimers	7
4.0 PRODUCT OWNER AND THE iloveyou APPROVALS	8
4.1 Project Charter Approvals	9
APPENDIX A. Project Team Experience	10
APPENDIX B. Rights and Responsibilities of both the team and the Product Owner	18

1.0 INTRODUCTION.

This is the Project Charter document for Farmfolio for Jack Sawyer. This project is being undertaken by the development team iloveyou, comprised of undergraduate students majoring in Computer Science at California State University, Sacramento. The team members are enrolled in a two-semester senior project course required of all undergraduate majors. Successful delivery of the desired software product will fulfill the senior project requirement for the student team members.

PROJECT PRODUCT OWNER

Name: Jack Sawyer

Title: Ag Science Pathway Instructor and Assistant Ag Advisor for Bret Harte High School

Organization: Bret Harte High School Agriculture Department School Flock

Contact Information:

209-327-8537

jsawyer@bhuhdsd.net

DEVELOPMENT TEAM - *iloveyou*

1. Name: Michelle Li
Email address: michelledli@csus.edu
Phone number: (916)896-6879
2. Name: Ethan Werner
Email address: ewerner@csus.edu
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3. Name: Sahil Prasad
Email address: sahilshanaveyprasad@csus.edu
Phone number: (916)896-8987
4. Name: Javier Briseno
Email address: javierbriseno@csus.edu
Phone number: (925)483-5954
5. Name: Jackson Martin
Email address: jacksonmartin@csus.edu
Phone number: (209) 665-5898
6. Name: Linh Dinh
Email address: ldinh@csus.edu
Phone number: (707) 639-6343
7. Name: Dat Mai
Email address: datmai@csus.edu
Phone number: (916) 430 - 7839

8. Name: Niketa Kosyuk
Email address: nkosyuk@csus.edu
Phone number: (279) 200 - 4303

1.1 Purpose.

iloveyou has been tasked with developing a web application to trace animal lineages and manage inventory. Our primary objective is to deliver a functional and user-friendly system that will enable the client to track animal genealogy and manage inventory efficiently.

1.2 Overview of Contents of Document.

Section 2.0 PROJECT PRODUCT OWNER AND PRODUCT OWNER NEED.

This subsection identifies the project's Product Owner and describes the Product Owner's "business". After reading these subsections the Product Owner should be convinced that the team has an understanding of the Product Owner's organization and business and therefore the context in which the proposed software is to be used.

Section 3.0 ACADEMIC NATURE OF THE PROJECT.

This subsection contains a variety of issues that need to be documented because of the quasi academic nature of the work done by the Senior Project team.

Section 4.0 PRODUCT OWNER AND THE iloveyouTEAM APPROVALS.

This subsection indicates briefly what specifically is being agreed to. A sign-off sheet should be included which indicates approval of an agreement to the conditions and commitments contained in the Project Charter.

Appendix A.

Appendix A Contains resumes which provide information about the qualifications of each member of the development team.

Appendix B.

This statement is a commitment for the collaboration between Michelle Li, Sahil Prasad, Javier Briseno, Jackson Martin, Linh Dinh, Dat Mai, and Ethan Werner.

2.0 PROJECT PRODUCT OWNER AND PRODUCT OWNER NEED.

2.1 Product Owner Identification.

Jack Sawyer, Farm owner/Agriculture educator at Bret Harte High School

2.2 Product Owner's "Business".

Mr. Sawyer has a large amount of his own animals on Bret Harte High School's farmland on campus. He has students from Bret Harte High School assist with various jobs, taking care of his animals. He tracks his animals lineage, age, and other various details by hand and memory. He also takes part in FFA regulatory processing of farm animals with his students.

2.3 Description of the Need.

The client needs a modernized inventory system for his animals. With a large population of animals, there is a growing challenge for the client to memorize all the specifications of the animals. A web application where they will be able log and store their farm animal's color, age, price, and lineage within a database.

2.4 Assumptions and Constraints.

The project will be developed until Dec. 4, 2023. Development after stated date is left to the discretion of the Developers. Developers expect to finish the project by stated date, but in failure to do so, the project shall be delivered as-is with no guarantees.

Developers should not incur any fees or costs during development. Any fees or costs during development are the responsibility of the Product Owner to pay.

The project shall be developed so that it may be run on the Product Owner's own hardware or by using cloud computing. Any fees or costs to run the software are the responsibility of the Product Owner.

(The client is highly encouraged to donate to the Department of Computer Science, at CSUS, to support Senior Project orientation and showcase.)

2.5 Limiting Conditions.

Developers expect timely and consistent feedback from the Product Owner throughout the development to prioritize requirements, review and approve work done, and to inform the Developers of any changes that might occur.

3.0 ACADEMIC NATURE OF THE PROJECT.

This subsection contains a variety of issues that need to be documented because of the quasi-academic nature of the work done by the Senior Project team iloveyou.

3.1 Goals.

The senior project experience is designed to accomplish two goals:

- 1) To develop and deliver a software system to the benefit of the Product Owner and user community.
- 2) To provide the senior project team with a learning experience in which an agile software development methodology (SCRUM) will be used for the development of a Product Owner proposed software system.

3.2 General Disclaimer.

All students majoring in Computer Science at CSUS are required to complete a two semester, senior project. The project proposed, Farmfolio, is expected to fulfill this requirement for the project team of Michelle Li, Niketa Kosyuk, Sahil Prasad, Javier Briseno, Jackson Martin, Linh Dinh, Dat Mai, and Ethan Werner. The intent of the senior project and therefore the team is to deliver a high-quality product that meets the Product Owner's expectations.

However, neither the students, faculty adviser, nor CSUS can be held responsible for any errors in the delivered software product, failure to meet any of the specified requirements, or failure to deliver the software.

Furthermore, due to the academic nature of the experience and its requirement for graduation, students cannot be paid for the work associated with the project.

3.3 Support Limitations.

Upon completion of the project and delivery of the proposed software, neither the team, iloveyou, nor any representative of CSUS is obligated to provide software maintenance or additional support. If additional support is needed, it is at the discretion of the Developers to provide additional support.

Ownership of the Product

Michelle Li, Niketa Kosyuk, Sahil Prasad, Javier Briseno, Jackson Martin, Linh Dinh, Dat Mai, and Ethan Werner maintain nominal ownership of the software and the Product Owner will receive all specified documentation along with the software, including both source and executable code. Also, the CSUS Computer Science Department reserves the right to use the documentation and product as examples of student work.

3.4 Other Disclaimers.

The resulting software requires a running server to be utilized. The Developers are not responsible for providing a server for the software to run on. Procuring a server may result in additional costs for the Product Owner.

4.0 PRODUCT OWNER AND THE iloveyouTEAM APPROVALS.

iloveyou agrees to develop and deliver, to the best of their ability, a farm management application, Farmfolio, that has the general features specified in section 2.3 (subject to change) for the Product Owner Jack Sawyer. In addition, the Product Owner and iloveyou agree to have bi-weekly meetings beginning in Feb 2023 to discuss the progress of the project and any potential changes that need to be made.

4.1 Project Charter Approvals.

The following signatories agree to the terms and conditions as specified in the Project Charter.

Product Owner (*signature*): _____

Title: _____

Company, Agency, Non-profit or other affiliation

Team Name: iloveyou

Team members (signatures):

Michelle Li:

Sahil Prasad:

Niketa Kosyuk:

Ethan Werner:

Linh Dinh:

Javier Briseno:

Dat Mai:

Jackson Martin:

Date: 2/27/2023

APPENDIX A. Project Team Experience.

Michelle Li

Contact Information:

Phone Number: (916) 896 - 6879

Email: michelledli@csus.edu

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2023

Skills:

Languages:

Java, C#, Python, C/C++, SQL

Web:

Javascript, HTML, CSS

Work Experience:

California Department of Justice
Software Assistant

Sacramento, CA
May 2021 - Present

Post Graduation goals:

Experience different roles within the IT industry.

Project and Teamwork Experience:

I have experience working on teams in both a profession setting and an informal setting

Awards and Affiliations:

Dean's Honor Roll, Silicon Valley Cybersecurity Institute Scholarship

Niketa Kosyuk

Contact Information:

Phone Number: (279) 200 - 4303

Email: Nkosyuk@csus.edu

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2023

Skills:

Platforms:

Windows

Languages:

Java, C#, Python, R

Web:

Javascript, HTML, CSS, MongoDB

Work Experience:

Synergex

Sacramento, CA

Software Development Intern

Jan 2023 - Present

Post Graduation goals:

Get into grad school and pursue a degree focusing on machine learning and get into the industry. I plan to work and pursue my degree at the same time.

Project and Teamwork Experience:

I have experience working on teams in both a profession setting and an informal setting

Awards and Affiliations:

5x Dean's Honor Roll awards, Janaki Memorial Scholarship

Ethan Werner

Contact Information:

(630) 730-7974

ewerner@csus.edu

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2023

Associate in Science in Computer Science for Transfer (AS-T)
Mt. San Jacinto University

Spring 2021

Associate in Science in Mathematics for Transfer (AS-T)
Mt. San Jacinto University

Spring 2021

Skills:

Platforms:

Windows, POSIX (Linux, BSD, MacOS)

Languages:

Java, C/C++, ASM, Python

Web:

React, Next.js, Javascript, HTML, SQL

Work Experience:

Sourcehub

Junior Software Developer

Chicago, IL

Jan 2022 - Jan 2023

Post Graduation goals:

The goal is to be working, writing software, within the fields of High
Performance Computing or Embedded Systems

Project and Teamwork Experience:

I have experience working on teams in both a professional setting

Sahil Prasad

Contact Information:

(916) 896-8987

sahilshanaveyprasad@csus.edu

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2023

Skills:

Languages:

Java, C++, Javascript, SQL

Web:

React, NodeJS, Express

Work Experience:

Pacific Coast Companies Inc.
Software Engineer Intern

Rancho Cordova, CA
Aug 2022-Dec 2022

Post Graduation goals:

The goal is to be a software engineer at a decent tech company

Project and Teamwork Experience:

I have teamwork and project experience from my previous work and from college courses

Linh Dinh

Contact Information:

(707) 639 - 6343

ldinh@csus.edu

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2023

Skills:

Programming languages:

C, C++, Java, Python,

SQL

Web Development:

HTML, CSS

Post Graduation goals:

My goals are to become a software engineer at a good company

Project and Teamwork Experience:

School projects

Jackson Martin

Contact Information:

(209) 665-5898

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2023

Skills:

Programming languages:

Javascript, Java, R, Python, SQL

Web Development:

HTML, CSS, MongoDB

Work Experience: N/A

Post Graduation goals:

My goal is to become a software engineer.

Project and Teamwork Experience:

I have teamwork and project experience from school projects

Awards and Affiliations:

Dean's Honor Roll

Dat Mai

Contact Information:

916-430-7839, datmai513@gmail.com

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2023

Skills:

Programming languages:

Javascript, Java, C++, Python, SQL

Web Development:

HTML, CSS, MongoDB

Work Experience: N/A

Post Graduation goals:

I am seeking to further my education and utilize my skills as a software engineer.

Project and Teamwork Experience:

I have teamwork and project experience from the various upper division CS courses here at Sac State.

Javier Briseno

Contact Information:

925-483-5954

javierbriseno@csus.edu

Education:

Bachelor of Sciences, Computer Science
California State University Sacramento

Fall 2023

Skills:

Programming languages:

Javascript, Java, Python, SQL

Web Development:

HTML, CSS, React, NodeJS

Work Experience:

N/A

Post Graduation goals:

My goal is to get a job as a software engineer at a company I can do some good at.

Project and Teamwork Experience:

My experience comes from courses taken at Sac State and other miscellaneous projects.

APPENDIX B. The following statement of rights and responsibility provides the context for the commitment to collaboration between iloveyou and Jack Sawyer, Bret Harte High School Agriculture Department.

As a project's Product Owner, you have the right to:

1. Expect the team to speak your language.
2. Expect the team to learn about your business and your objectives for the system.
3. Expect the team to structure the requirements information you present into a software requirements specification.
4. Have the team explain requirements for work products.
5. Expect the team to treat you with respect and to maintain a collaborative and professional attitude.
6. Have the team present ideas and alternatives both for your requirements and for implementation.
7. Describe characteristics that will make the product easy and enjoyable to use.
8. Be presented with opportunities to adjust your requirements to permit reuse of existing software components.
9. Be given good-faith estimates of the costs, impacts, and trade-offs when you request a requirement change.
10. Receive a system that meets your functional and quality needs, to the extent that those needs have been communicated to the team and agreed upon.

As the project's product owner, you have the responsibility to:

1. Educate team about your business and define jargon.
2. Spend the time to provide requirements, clarify them, and iteratively flesh them out.
3. Be specific and precise about the system's requirements.
4. Make timely decisions about requirements when requested to do so.
5. Respect developers' assessments of cost and feasibility.
6. Set priorities for individual requirements, system features, or use cases.
7. Review requirements documents and prototypes.
8. Promptly communicate changes to the product's requirements.
9. Follow the team's defined requirements change process.
10. Respect the requirements engineering processes the team uses.

Karl E. Wiegers authored these two lists. Each speaks to the need for both the team and the Product Owner to share the responsibility of ensuring the software product that is developed is based on accurate and complete requirements. The two lists along with additional explanations for each item is available at the following web address:

<http://www.processimpact.com/articles/customer.pdf>.