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| **PROJECT CHARTER** | | |
| **Project Name** | Cook of the Wild | |
| **Date Produced** | October 17, 2022 | |
| **Project Goals** | The project aims to supply a database of recipes and information on how and what to cook for players. | |
| **Project Objectives** | This project should include an interactive UI and a database of information to pull from. The user should be able to search for recipes or ingredients they wish to make use of to help them. Additional non-essential goals can include user accounts, favourite recipes, recommended recipes, or ingredient locators. | |
| **Project Budget** | $0; 8hr/wk | |
| **Project Sponsor** | Tim Maciag - Stakeholder/Sponsor | |
| **Project Manager** | Mikayla Peterson – Project Manager/Scrum Master | |
| **Additional Key Project Stakeholders** | | |
| Tim Maciag - Stakeholder/Sponsor | | |
| **Overall Project Milestones** | | **Dates** |
| Project offer documentation due | | October 17 |
| Fundamental groundwork due | | October 31 |
| Project progress check-in | | November 14/16 |
| Project demonstration/MVP due | | November 28/30 |
| **Overall Project Risks** | | |
| - Project completion and performance relates to our grade (as opposed to monetary investment)  - Security risks using/accessing databases | | |