Project Charter for Resource.CS

1) **Project Title:** Resource.CS – Centralized Learning & Event Hub for CS Students

2) **Project Manager**: Muhammad Ibrahim Riaz

3) **Project Purpose and Justification:** The purpose of the Resource.CS project is to provide Computer Science students with a reliable and centralized platform that helps them access verified topic-wise learning resources, stay informed about tech events, and receive academic guidance. The justification for the project lies in the current challenges students face: scattered resources, reliance on informal platforms like What's App, and lack of structured guidance. By organizing and curating quality content and updates, Resource.CS aims to significantly improve the academic experience and career preparedness of CS students.

4) **Project Objectives**: The Resource.CS project aims to launch by October 20, delivering a centralized platform for CS students with at least 10 curated topic-wise video resources, weekly updates on tech events, and guidelines for academic growth. This project targets 100 active users within 3 months of launch. Send real-time notifications and updates about tech events and job fairs. Assign the project at the completion of the course. Gather Feedback and update the content every month

5) **High-Level Requirements**: Secure student login (Email or Google) - Topic-wise video and resource repository - Admin panel to update links/events - Push/email notifications for event alerts - Search & filter system for resources. User feedback & rating on resources. Add project

6) **Assumptions:** Students have internet access and smartphones/laptops - Faculty and alumni will help contribute or verify resource links - Admins will update events at least once a week

7) **Constraints:** Time limit: 3 months for MVP launch. Student-led team with limited tech resources. Budget: PKR (for domain, hosting, marketing). Lack of reliable coordination with tech event organizers may limit the freshness of event updates.

8) **Major Milestones:**

   - Planning & Research: Aug 1 – Aug 10

   - UI/UX Design Completion: Aug 20

   - Core Features Development: Sep 10

   - Beta Testing Starts: Sep 25

   - Feedback & Bug Fixing: Oct 10

   - Final Launch: Oct 20

9) **High-Level Risks:** Lack of verified and up-to-date resources. Difficulty in automating event updates. Low initial adoption by students. Time management with academic workload. Inconsistent or delayed communication from tech event organizers may affect event update accuracy.

10) **Key Stakeholders:**

- Project Sponsor: Teacher, CS Department

- Users: CS students of all semesters

- Developers: project team

- Content Moderators: Faculty or senior students

- Event Managers: Admin or volunteers tracking tech events