

**PROJECT CHARTER PLAN**  
**CS:GUIDE**

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**CAPSTONE 1**

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## **EXECUTIVE SUMMARY**

One of the biggest issues facing experienced CS:GO players is having teammates that lack valuable game knowledge that can take years to obtain. Utility usage and map awareness are crucial parts to having a truly exciting and competitive match experience. The most effective ways to use your utility and communicate with your teammates have largely been discovered by those who play the game and not the game developers themselves. Therefore, the game lacks built in information that will allow the player base to take their skills to the next level.

## **PROJECT PURPOSE/JUSTIFICATION**

### **Business Need/Case**

This app has been created to help get new CS:GO players up to speed with the more experienced players. Even the more experienced players will find this app useful as there are so many utility lineups within the game that it can be hard to memorize them all. Currently if someone wanted to find a utility lineup or map callouts they would have to search multiple different videos and pages whereas with this app it will all be in one central location.

### **Business Objectives**

The business objectives for this app aim to improve the overall competitiveness of CS:GO matches.

- Improve players utility usage
- Improve players map knowledge
- Improve players spray control
- Optimize player settings for improved performance

## **PROJECT DESCRIPTION**

The goal of this app is to help increase the knowledge of CS:GO players in four different ways. Firstly, the app will have a page where the user can select an in-game map which will then display all of the smoke and molotov lineups for that map. The user will be able to toggle on/off both molotov and smoke lineups depending on their needs as well as lineups for either the T or CT side. Secondly, the app will have a section for map "callouts". The user will be able to click on a map and it will pull up a labeled image of that map labeled with the most commonly used names for each position. Next, there will be a section designated for weapon spray patterns. Users will be able to select a weapon of their choice and the spray pattern for the weapon will

be displayed. Lastly, a section will be included for suggested user settings. These settings will help improve system as well as player performance.

### Project Objectives and Success Criteria

The objectives which mutually support the milestones and deliverables for this project have been identified. In order to achieve success on the CS:Guide app, the following objectives must be met within the designated time and budget allocations:

- Develop an appealing UI that provides a good UX
- Complete a comprehensive utility usage layout with functioning toggles
- Provide the most common and accurate map labels for active duty maps
- Display accurate spray patterns for all weapons
- Provide the most beneficial user settings that will put players in the most advantageous positions

### Requirements

This project must meet the following list of requirements in order to achieve success.

- The app must be fully tested and functional prior to deployment
- The app must achieve the outlined goals upon completion

Additional requirements may be added as necessary, with project sponsor approval, as the project moves forward.

### Constraints

The following constraints pertain to the CS:Guide app:

- No budget
- No additional personnel
- Limited time

### Assumptions

The following are a list of assumptions. Upon agreement and signature of this document, all parties acknowledge that these assumptions are true and correct:

- UI may suffer due to limited time/personnel
- Updates will be given throughout the development process
- Addition or Subtraction of features may occur

## Preliminary Scope Statement

All designing, developing, and testing of the app will be done by the project manager. The app will contain information regarding utility usage, maps, spray patterns, and user settings. This project will be completed on or before May 10th, 2022. The project will be considered complete when all the original goals have been implemented and the app has been successfully published to app stores.

## RISKS

The following risks for the CS:Guide app have been identified. The project manager will determine and employ the necessary risk mitigation/avoidance strategies as appropriate to minimize the likelihood of these risks:

- Problems publishing the app
- Difficulty implementing certain features
- Being too ambitious (lack of time)

## PROJECT DELIVERABLES

The following deliverables must be met upon the successful completion of the CS:Guide app. Any changes to these deliverables must be approved by the project sponsor.

- Fully functioning app
- Published on both android and apple app stores
- Timely maintenance and updates as needed

## SUMMARY MILESTONE SCHEDULE

The project Summary Milestone Schedule is presented below. As requirements are more clearly defined this schedule may be modified. Any changes will be communicated by the project manager.

Summary Milestone Schedule – List key project milestones relative to project start.	
Project Milestone	Target Date (mm/dd/yyyy)
● Project Start	01/18/2022
● Complete App Design	02/01/2022

● Complete utility usage features	03/15/2022
● Implement labeled maps	04/01/2022
● Implement weapon spray patterns	04/015/2022
● Implement suggested user settings	05/01/2022
● App Testing/Completion	05/10/2022

## **SUMMARY BUDGET**

Currently the development of the app will take place without a budget but that could change in the future..

## **PROJECT APPROVAL REQUIREMENTS**

The app will be a success when the goals that were set out to be achieved have been. If and when the project sponsor decides the app can be successfully used by CS:GO players as a guide to improve their game knowledge and performance the project will be a success for both the project manager and the CS:GO community as a whole.

## **PROJECT MANAGER**

Nathan Hartzell will be the project manager and sole person involved with the development of the CS:Guide app. He alone is responsible for all project deliverables.

## **AUTHORIZATION**

Approved by the Project Sponsor:

Date:

<Project Sponsor>

<Project Sponsor Title>