Project Charter

Team Number: 04

Team Member Names: Joyekeneth Gamit

Dhwani Bhavsar

Navpreet Navpreet

Team Name: EventCrafters

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The project charter represents the first blueprint of the system. It is a statement of intent by your client of their desire to develop a software solution.

## Business Purpose

*A short descriptive statement about the purpose of the project. It should be very short, no more than 3 to 4 sentences.*

## Project Roles/Responsibilities

*These represent the roles and names of each member of the team and the responsibilities that each has. Include users who will assist with the project.*

|  |  |
| --- | --- |
| **Team Member Name** | **Project Role** |
| Joyekeneth Gamit | Frontend Developer |
| Dhwani Bhavsar | Backend Developer |
| Navpreet Navpreet | Project Management |

## Feature List

*This is a list of abilities/capabilities that the solution will have. The features are stated from the perspective of the user. An example might be “that the system must provide for online entry of all orders”.*

1.Users' Profiles and Registration:

* Registration of users.
* Create a profile with personal and professional information.

2. Venue for the event Search and Discovery:

* An event search with filters (by location, and event type).
* Updated events reflected on the top of list as per venue.

3. Detailed event advertisements that include event descriptions, requirements, and benefits.

* Direct event are made using the website.
* Share event advertisements on social media or with your friends.
* Date and deadline for the event posting with different theme.

4. Website Management:

* Track the status of website (sent, being reviewed, denied, etc.).
* Receive any updates on website by notification.

5.Event features:

* Post event theme that include prerequisites and information.
* Edit and manage Event details.
* View and select events according to theme.

6.Contact information

* Detail of Website.

## System Objectives

*System objectives are stated from the perspective of the Information Technology group. An example might be “that all transactions must provide less than 2 seconds response time”.*

1. Reliable and secure data storage: To store user and event data, the system will use a robust and secure database.  
  
  
2. User-friendly interface: The program will have a straightforward user interface that is easy to use and navigate, making it accessible to all users.   
  
3. Scalability: The system can handle more users and event posts without affecting performance.   
  
4. Compatibility: To ensure maximum user accessibility, the programme will be compatible with a wide range of hardware, software, and browsers.   
  
5. Data privacy: The system must comply with all data privacy regulations and take measures to keep user information private and secure.

## Project Critical Success Factors

*These represent the factors that will make the project a success. An example might be “that a business user is available to the project full time.”*

1. User adoption: The project's success is dependent on users using the software to look for work on a regular basis.   
2. Technical performance: To provide a consistent user experience, the program must have high uptime and fast loading times.  
3. Integration with other platforms: By combining with other networking and event search sites, the system can broaden its user base.   
4. Data security and privacy: To acquire users' trust and protect their information, the system must adhere to all data security and privacy requirements.   
5. Timely delivery: In order to meet the demands and expectations of stakeholders, the project must be completed within the timeframe specified.

## Preliminary Technical Architecture

*The preliminary technical architecture represents technologies that are under consideration for the application. Examples might be, “C#.Net along with the MS SQL database server”.*

*The Technology we are going to use are : -*

* *Visual Studio code .*

*Language we are use for this project is react Js*

* *Firebase.*

## Event Table

*A catalogue of use cases that lists events in rows and key pieces of information about each event in columns. The event table lists the business events that are to be part of the software solution.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Event* | *Trigger* | *Source* | *Use*  *Case #* | *Use Case* | *Response* | *Destination* |
| *Customer wants to check events theme and it’s details* | *Event Inquiry* | *Customer* | *UC01* | *Look up event details* | *Event details are displayed* | *Customer* |
| *Time to produce summary report* | *End of month* |  | *UC02* | *Produce report* | *Customer report* | *Marketing* |
| *User Registration* | *User clicks "Sign Up"* | *User* | *UC03* | *Register user* | *User's registration details stored* | *System/User* |
| *Event coordinator Registration* | *User clicks "Sign Up"* | *Event coordinator* | *UC04* | *Register as an Event coordinator* | *Event coordinator’s registration details stored* | *System/ Event coordinator* |
| *User Profile Update* | *User updates profile* | *User* | *UC05* | *Update user Profile* | *User's profile updated* | *System/User* |
| *Event coordinator Profile Update* | *User updates profile* | *Event coordinator* | *UC06* | *Update Event coordinator Profile* | *Event coordinator’s profile updated* | *System/ Event coordinator* |
| *Event Search* | *User searches for events* | *User* | *UC07* | *Search for events* | *List of matching event listings shown* | *User* |
| *Event Posting* | *Event coordinator posts an event* | *Event coordinator* | *UC08* | *Post an event* | *event listing added to the system* | *System* |
| *Event Application* | *Event booked* | *User* | *UC09* | *Booking for an event* | *Event application sent to the Event coordinator* | *System/ Event coordinator* |
| *Event Listing Update* | *Event coordinator updates an event* | *Event coordinator* | *UC10* | *Update event Listing* | *Event listing details updated* | *System/ Event coordinator* |

## Reference

Satzinger, J., Jackson, R., Burd, S.D. (2008). Systems Analysis and Design in a Changing World (5th ed.). Course Technology. p. 169.