TEAM 10'S QUIZICALLY

PROJECT CHARTER

Version *<1.0>*
<09/05/2025>

VERSION HISTORY

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
1.0	Team 10	09/02/2025	Team 10	09/02/2025	Initial Commit
2.0	Team 10	09/04/2025	Team 10	09/04/2025	In-class revisions
3.0	Team 10	09/11/2025	Team 10	09/11/2025	Revised After Comments

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1 INTRODUCTION

1.1 PURPOSE OF LITE PROJECT CHARTER

The Quizically LITE Project Charter documents and tracks the necessary information required by decision maker(s) to approve the project funding.

The intended audience of the Quizically LITE Project Charter is the project sponsor and senior leadership.

2 PROJECT AND PRODUCT OVERVIEW

Quizically is a mobile app designed to support a local bar, BarBar's desire to expand community outreach and connectivity. The deliverable is a software application that allows for the seamless creation of games of various themes that can be facilitated by the local bar owners. The bar owners desire a software application that is easy to maintain, easy for players to interact with, and easy for hosts to facilitate. The games would be hosted by the bar owners who would have full autonomy in customizing and personalizing game sets for trivia nights of various themes. For ease of creation, the app will feature AI integration to support generating custom game sets by giving the generator a prompt. Players would be able to participate using their personal devices by joining via an application supported on iOS and Android. In order to meet the business need of broader community outreach, they have requested a marketing plan to advertise the new product and weeknight trivia events. In using this application, the bar can increase its customer traffic and public exposure to help improve its community outreach.

Quizically is estimated to cost $150,000 for the application, marketing, and features. This app is planned to take 6 months to design and produce.

3 SCOPE

3.1 OBJECTIVES

Quizically is intended to increase the outreach of a local bar and grow their community. Requirements for this application are user-friendly, low-maintenance, customizable, and shareable through social media.

The objectives of the Quizically are as follows:
- *Provide players with an easy way to join on their mobile phones*
- *Provide players with a way to interact with other players*
- *Provide players with an option to join as a team or to join single*
- *Make it easy for the host to run events*
- *Allow hosts to find games made by other hosts*
- *Allow hosts to generate sets by entering a prompt into AI*
- *Provide hosts with an easy way to generate custom game sets*
- *Create a marketing plan to promote the trivia nights by having social media integration*

HIGH-LEVEL REQUIREMENTS

The following table presents the requirements that the project's product, service or result must meet in order for the project objectives to be satisfied.

General Application Functionality

Req. #	Requirement Description
1	The application has a visually appealing frontend
2	The application can host at least 100 individual players at the same time
3	The application features a tool for dataset generation using generative AI that can be used by the game master.
4	The application supports social media integration, enabling users to log-in using various social-media platforms including: Meta (Facebook/Instagram), Gmail, Apple
5	The application (host-side) stores a leaderboard that can be displayed at the host's will
6	The application's backend supports a scoring system,
7	The application has a well-maintained database to store created trivia sets, and player statistics (for maintaining the leaderboard)
8	The team enforces a marketing plan to promote the trivia nights
9	There is a system in place to track player scores.

Player Side Functionality

Req. #	Requirement Description
1	A player is able to join the game using an iOS or Android device
2	A player is able to save their previous game history on their device

Host Side Functionality

Req. #	Requirement Description
1	The host is able to create custom games manually AND using the AI integration feature
2	The host is able to moderate all games, including; starting the game, continuing the quiz, ending the game, pausing the game, etc…
3	The host is able to enable the leaderboard feature and have this displayed in the

3.2

3.3 MAJOR DELIVERABLES/MILESTONES

| Major Deliverable	Deliverable Description
1	Project Charter
2	Project Management Plan and Requirements Document
3	Design Documents
4	Testing Documents
5	Ancillary Documents

4 DURATION

4.1 TIMELINE

Estimated project duration is 6 months.

- Project Plan Completed: 9/26/2025

- Design Documents Completed: 10/10/2025
- Testing Documents Completed: 10/31/2025
- Ancillary Documents Completed: 11/21/2025
- Project Due Date: 12/04/2025
- Project Presentations: 12/09/2025
- Developed Prototype Phase I: 12/20/2025
- Tested Prototype Phase I: 12/30/2025
- Developed Prototype Phase II: 1/30/2026
- Tested Prototype Phase II: 2/26/2026
- Development Complete: 3/26/2026
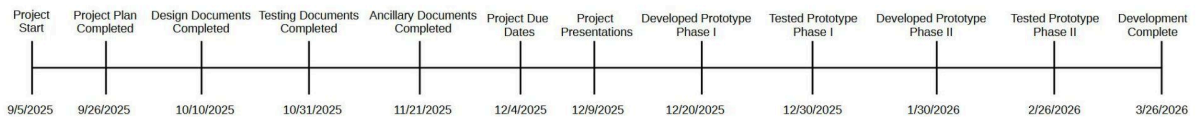
Timeline Phases Explained:

Phase I of Development includes the initial development of the application in its entirety. Phase I of Testing identifies any major bugs, problems, or points of dissatisfaction to be resolved in the subsequent development phase. Phase II of Development is the second and final iteration of development in which all identified issues are to be resolved, and the application is to be polished. Phase II of Testing validates all resolutions and ensures the application is ready to be pushed to production.

5   BUDGET ESTIMATE

5.1   FUNDING SOURCE

This project will be funded through the operational budget of the bar, which is unlimited.

5.2   ESTIMATE

The estimated budget for the Quizically Software and marketing plans would be about $150,000.

Employee Salaries: We will have a team of 4 part-time developers who make $3,000 a month each, and 1 project manager who makes $5,000 a month for a total of $102,000. Testers will cost $120 (est. $30 an hour, 4 hours of testing), bringing our total cost to $102,120.

Software platform: The software itself will cost $11,000 to build, which includes about $the cloud servers, storage, and database.

This section provides a summary of estimated spending to meet the objectives of the Quizically project as described in this Project Charter. This summary of spending is preliminary, and should reflect costs for the entire investment lifecycle. It is intended to present probable funding requirements and to assist in obtaining budgeting support.

Maintenance Breakdown:

Social Media Ads - 300$ per month, 100$ per platform advertised, totaling $1,800 for marketing.

App Maintenance - ~$250 per month

AI - ~$200 per month using OpenAI API

Cloud Database Instance - ~$25 per month using MongoDB

Note: add everything to project management plan but in more detail due September 26

PROJECT CHARTER APPROVAL

The undersigned acknowledge they have reviewed the **LITE Project Charter** and authorize and fund the Quizically project. Changes to this **LITE Project Charter** will be coordinated with and approved by the undersigned or their designated representatives.

Signature:	*Cecilia Newell*	Date: 09/04/2025
Print Name:	Cecilia Newell	
Title:	Professor	
Role:	Project Sponsor	

Signature:	*Khadija Warraich*	Date: 09/04/2025
Print Name:	Khadija Warraich	
Title:	Student	
Role:	Project Leader	