

Game Production MGMT50036

Project Charter

Due Date:

- SLATE

Exercise Type:

- Team Assignment

Submission:

- Your submission must be through SLATE
- All documentation must be submitted as a PDF

Summary:

- Complete the Project Charter.

Exercise:

A project charter is a formal, high level document that describes your project in its entirety. The project charter includes what the objectives are of the projects, who the stakeholders are in the project and how the project will be carried out.

The purpose of this charter is NOT to outline all features of the game, or replace the Game Design Document.

The purpose of the charter is to document the general parameters and structure of the proposed project, including:

- the project objectives and outcomes, benefits, scope, and risks;
- the project deliverables, schedule, milestones, and estimated resources; and
- the project organization, governance structure, and stakeholders.

The charter will be used at checkpoints throughout the lifecycle of the project to determine success.

Ideal document size should be no more than 15 pages

Rubric:

1 - Introduction

Document Change Control	5.00	/	5.00
Executive Summary	5.00	/	5.00
Approvals	5.00	/	5.00

2 - Overview

Project Summary	5.00	/	5.00
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3 - Scope and Schedules

Project Scope	5.00	/	5.00
Project Schedule	5.00	/	5.00
Milestones and Deliverables	5.00	/	5.00

4 - Operations and Governance

Project Scope	5.00	/	5.00
Project Schedule	5.00	/	5.00
Milestones and Deliverables	5.00	/	5.00
Total Assessmetn	50.00	/	50.00
Final Evaulation	20.00	/	20.00