**Project Charter**

**~~we are going to commit arson >:)~~**

**~~5/9/23~~**

# PROJECT STATEMENT

**Discuss the problem or opportunity that is scheduled for resolution.**

We want to create an entertaining application that also helps users consciously think about mental math.

# CONCISE PROJECT OVERVIEW

**A short narrative on the duration, budget, approvals needed, key stakeholders, assumptions, constraints and major risks.**

We have until June 2nd, no budget is needed, but approval is needed for distribution on the game and the stakeholders are people who find themselves enjoying the game or needing mental exercise. The constraints are the time until we have to turn this in and we have to figure out the UI elements of a Java framework. There is also a constraint on where the application is shown, such as a computer, phone, or tablet.

# SCOPE STATEMENT

**SMART goals or objectives would include deliverables. Clarify as necessary what the scope includes and does not include.**

* Create user interface of a calculator
* Create constraints for which buttons can be pushed during the game
* Develop a point system where if the user wins a game a point will be added

# STAKEHOLDERS

**List all stakeholders, their roles, communication needs and satisfaction requirements.**

The player - plays the game; needs a working game

Teachers - can use game to help

Project Manager - keeps game active and solves bugs if problems occur; must remain active.

# TIMELINE

**Draw a timeline, including milestones to serve as the basis for a work breakdown structure (WBS) and appropriate Gantt or PERT charts. For this class, you can refer to the Work Breakdown Excel Sheet.**

*Refer to excel sheet*

# BUDGET ESTIMATE(S)

**List all costs known and estimated and other resource needs that can be identified. For this project, you can list the time available until the due date, and the people and resources (classroom computers in this case) to get the project done.**

There are no costs for the app. The time is a resource we need and is due by June 2nd, the classroom computers can be clunky especially with the keyboard and may not save online correctly, and research on java frameworks can take even longer.

# RISKS AND CONTINGENCY PLANS

**List known and potential risks by estimated probability, with mitigation plans.**

It might be easy to find bugs when designing a game involving dynamic button presses or mental math, as well as people not finding much value in the game after it’s been used plenty of times.