#### **1.0** **Project Overview**

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| **1.1 Name** | Auction Finder |
| **1.2 Document Date** | *09 June 2016* |
| **1.3 Stakeholders** | Orion Burgoyne, Ted Cowan |
| **1.4 Team Name and Project Manager** *(optional)* | Group 1; Orion Burgoyne |
| **1.5 Email Address and/or Website** | <http://theandrewlane.github.io/Auction-App> |
| **1.6 Goal Statement** | Create a versatile auction app for auctioneers and participants. |
| **1.7 Description and/or Background** | We are working towards creating a mobile app that will enable users to create auctions and alert those who participate in the app. |
| **1.8 Objectives** | We are working towards creating a mobile app that will enable users to create auctions and alert those who participate in the app. |
| **1.9 Scope** | Admin account to set up auction. User account to attend auctions. |
| **1.10 Schedule** | 13 June 2016 |
| **1.11 Time Reporting**  *(optional)* |  |
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#### **2.0** **Project Resources**

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| **2.1 Project Team** | Orion Burgoyne (team lead)  Andre Myers Nathan Brooks Jeremy Marcusen Andrew Lane |
| **2.11 Reviews and Meetings Planned** | This group will meet at least twice per week in person (during class time or just before class) to discuss goals, changes, and status. More meet-ups will be planned as needed. Other communication will be through online sources that allow every member to contribute. |
| **2.2 Cost Estimate**  *(optional)* | This group has opted to use only free software and hosting for the time being. These costs will go up if if paid hosting or other tools is necessary Budgeting $3000 for these costs. Every member will be paid $60,000 per year with a bonus to the team lead. |
| **2.3 Customer Involvement**  *(optional)* | N/A |

#### **3.0** **Assumptions, Constraints, Dependencies, Impacts and Risks**

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| **3.1 Assumptions** | All of the members of our project team will be available to provide their skills at an acceptable performance level. |
| **3.2 Constraints** | This project must be delivered by August 11, 2016. |
| **3.3 Dependencies** | This project is dependent on our server provided by Amazon Web Services. |
| **3.4 Impacts** | Customer will be impacted by any delay in deliverables. |
| **3.5 Risks** | Customer changes project requirements. Customer refuses product even though it meets specifications. Development is more time consuming than anticipated. Learning curve of new software could delay tasks. |

#### **4.0** **Deliverables, Expected Outcomes**

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| **4.1 Key Deliverables** | * Server with login   + To set up accounts and auctions * Account Section   + Basic profile section * Auction Setup   + Build an instance of an auction |
| **4.2 Communication Plan** | Communication via group texting, jira, and github. 2-3 times a week minimum, in class both days and potentially some day in the weekend. Everyone will be responsible for their own sections to be updated and communicate that to the rest of the group. |
| **4.3 Success Criteria** | The project is done when the accounts store the proper data and interact with the auction properly, and when the auctions are able to be set-up and enacted. The customer will decide if it is satisfactory by determining if it is usable and how easy it is to use. |

#### **5.0** **Reviews and Approvals**

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| **5.1 Review History** | *List charter reviewers and approvers.* |

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