Amount Sensor: Hardware-to-Smartphone Application Implementation

Project Charter

[March 4, 2020] [Version 2]

Section 1.0 Project Overview

1.1 Problem Statement

As a software development company, HyperZone recognizes that the measurements provided by the *Amount Sensors* are essential in quantifying commodities and assets. It is critical to HypeZone that the customers have the easiest and fastest method available to them in order to make our product surpass the quality of service in relation to our competitors. Our customers are able to access the information through physically seeing the necessities displayed on the *Amount Sensors*. In the current process the only formal check to confirm whatever is needed is to physically see what the sensors display. If the customer is not able to check all the displays of all the sensors before hand, the customer will not be sure of what is missing. If a customer does not write the amounts down or forgets they will either buy the wrong amount or simply be unable to buy what they need if they do not remember what they have.

Customers are saving time from checking their inventory. Physical Responsibility and maintenance is still required on a daily to weekly basis. The limitations of the *Amount Sensors* are not in its accuracy or in its display. Its limitations are in accessibility and convenience outside the home.

1.2 Project Description

In order to enhance the customer's ability to access the sensors as fast and easy as possible to ensure convenience a smartphone application will be developed to be compatible for desktop, ios/Android smartphones and tablets. The proposed upgrades will not remove from the current process offered by the *Amount Sensors*, but rather increase accessibility and quality by enhancing the products experience and utility through use of the application.

1.3 Project Goals and Objectives

The purpose of this project is to enhance the customer's ability to use the hardware of the product *Amount Sensors* outside its current limitations. The application is intended to improve accessibility of the data provided by the hardware. This project will be treated as a pivotal improvement necessary to compete with similar processes provided by other companies . The goal will be to launch this application open to the market in 2020.

The ultimate goal of this project is to make the *Amount Sensors* easier for customers to use, which will lead to more success of the product. Through the introduction of the software smart device application, customers will have the ability to review their supply faster and easier. An additional enhancement is the compatibility with both androids and apple devices. This will allow the customers to no longer need to physically check the data they need.

The introduction of the software smart application will assist the engagement of customers with the *Amount sensors* and increase its practicality.

To ensure satisfaction and prevent errors, the project will have a project manager, a quality assurance manager, a head engineer and a lead developer. This will eliminate any incorrect procedures and keep everyone on track. Managers will be responsible for managing the hours worked, behavior and status of progress.

1.4 Project Scope

Project Includes
Creating a user interface in the form of an application for smart devices
Making Accessibility of the application on the most recent version of Android and iOS systems
Adjusting App Functionality on both desktop and mobile
Formatting accounts to enable multiple users per account
Allow Notifications to be delivered to users smart devices based on item usage
Provided in app retail seller options provided for users
Upload nutritional information for items from multiple databases
Create room for Advertisements to be displayed for recommended products

Project Excludes
Development of hardware
Upgrading hardware
Server Hosting
Personal customizations
Older versions of Android and iOS

1.5 Critical Success Factors

The product needs to be able to accurately calculate costs for users so that the application is a useful utility that they will want to engage with regularly. We want to provide a multitude of services for the users if they choose to use the option we give them. We want users to find the application engaging and helpful in their decision making so they will keep using our product.

1.6 Assumptions

This Project Charter assumes that:

- Consumers will own at least one Amount Sensor
- Consumers will have an internet connection
- Consumers will have a smart device

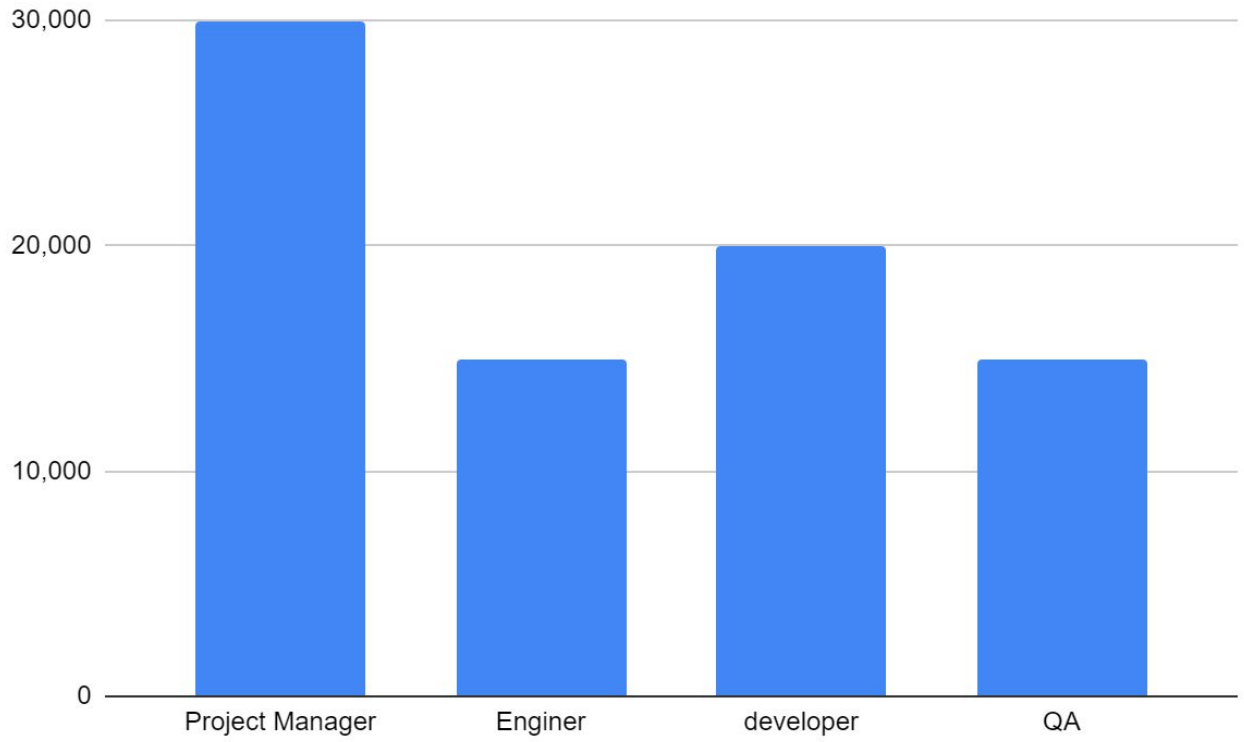
1.7 Constraints

This Project Charter assumes the following constraints:

- The application needs to work with various mobile hardware configurations
- We need functionality with other retail sites
- Implementation of Amount Sensor data into our code

1.8 Financials

The estimated Project Cost is $80,000 which includes designer, developer, and tester. The estimated uptime cost is $5,000 a year, due to server and general maintenance .



In addition to the personnel costs, the Project will have an annual cost of $20,000 for the development and QA infrastructure and $50,000 for production infrastructure.

Description	Cost
Personnel	$20,000
Infrastructure	$50,000
Total Project Cost	$80,000
Estimated Annual Maintenance	$5,000
3 Year Total Cost:	$165,000

Section 2.0 Project MILESTONES

2.1 Major Project Milestones

Milestone Target Dates

Version	Date	Name	Description
1.0	02/17/20	Aidan	Initial Draft
1.1	02/23/20	Aidan, Mike	Updated Draft
1.2	02/27/20	Mike, Luis	Revised Version
1.3	02/29/20	Mike, Lewis, Tsewang	Revised Financials
1.4	03/1/20	Mike, Lewis, Tsewang	Revised Timeline
1.5	03/4/20	Aidan, Mike, Lewis, Tsewang	Final Draft

Section 3.0 Project ORGANIZATIONS

3.1 Roles and Responsibilities

Summarize roles and responsibilities for the project team and stakeholders identified in the project structure above.

Roles and Responsibilities

Role	Name
Project Sponsor	Guy Fieri
Business Unit Stakeholder(s)	Mike Tyson
Project Manager(s)	Aidan Agramonte-Hynes
Business Analyst	Alan Turing
SME(s)	Marianna Layzer
User-Experience	Lydon Kirwood
Lead Developer	Michael Orlando
Reporting and Metrics	Giselle Kreisberg
Lead Engineer	Luis Flores
QA Lead	Tsewnag Namgyal
DevOps Engineer	John McElheny
iOS Developer	Mary Rosendahl
Android Developer	Pete Nyhagen

3.2 Responsibility Matrix

R = Responsible A = Accountable C = Consulted I = Informed

	Project Manager	Quality Assurance	Development	Engineer
Design	R/A	I	C	I
Project Plan	A	C	C/A	C/A
CMS	I	A	R	C
Procurement	R/A	I	I	C

Section 6.0 Project SIGN-OFF

Approver Name	Title	Signature	Date
Aidan Hynes	Project Manager		03/04/2020
Tsewang Namgyal	Quality assurance		03/04/2020
Michael Orlando	Developers		03/04/2020
Luis Flores	Engineer		03/04/2020