Project Title: Streaming TV Services

Start Date: 9/17/2019	**End Date:** 12/02/2019

Project Sponsor: UMKC

Customer: Kendall Bingham

Users: General Public, individuals looking into streaming services and their packages

Stakeholders and Expectations:

Kendall Bingham:	To evaluate team's progress and methods, including but not limited to: academia, code, teamwork, and communication.
Team:	To develop an efficient method of parsing through favorite shows and recommending beneficial streaming services. To expand programming experience and communicate problem-solving skills throughout the project.

Purpose (Problem or opportunity addressed by the project):
Individuals will have a way of seeing which streaming service is the best bang for their buck. Currently, individuals may already subscribe to a streaming service that may not provide all of the entertainment that they want. The application will iterate through users' preferences and provide information in a concise and effective manner.

Goals and Objectives: The goal is to create a simple way for the general public to find the best streaming service for them based on their wants. The web application is expected to:

- Provide information about streaming services' prices, packages, networks, and shows
- Store users' favorite shows and recommend streaming services based on the input
- Report domain logistics for administrators
- Be user-friendly and easy to navigate
- Comply with safety and privacy concerns of users

Schedule Information (Major milestones and deliverables):

09/17/2019 - Iteration #1 Plan Complete
09/20/2019 - Project Charter Due

09/23/2019 - Requirements Document Baselined Due
09/30/2019 - Iteration #1 Complete
09/30/2019 - Overall Project Plan Due
10/07/2019 - Technical Prototype (Presentation and Document)
10/14/2019 - Iteration #2 Complete
10/28/2019 - Project Status (Report In Class)
10/28/2019 - Iteration #3 Complete
11/01/2019 - Architecture Document Due
11/11/2019 - Iteration #4 Complete
11/22/2019 - Test Plan Due
12/01/2019 - User and System Guide Due
12/01/2019 - Team Evaluation
12/01/2019 - Project Results Due
12/02/2019 - Iteration #5 Complete
12/08/2019 - Project Feedback

Financial Information (Cost estimate and budget information):

5 software engineers at 3-5 hours per week for 10 weeks	50 hours * $40/hour = $2000
Required documentation by technical writer, 8 documents	50 hours * $35/hour = $1750

Project Priorities and degrees of freedom:
The schedule is finite and cannot be changed without approval. This project has a set end date where the final product needs to be given to the customer. The budget has been calculated and agreed upon by our team. Given tasks to team members are subject to change based on needs and specialties. Assigned members to a task can change as the project timeline progresses.

Approach:
The project is split iteratively and will continue to be built upon. The first iteration will require involved technological learning for the entire team. From there, adding features one by one will be focused for future iterations.

Constraints: Service prices change by company choice and inflation. Therefore, maintenance may be due if this were to be an official application. There is also the issue that there is a mass amount of shows available - not every show will be addressed. Streaming services may also only contain certain seasons or episodes of their shows.

Assumptions: UMKC computer labs are available for us to use, although most of us have computers or laptops to work on. We will use Slack, Github, Trello, email, and/or text to communicate with each other.

Success Criteria: The project will be considered a success if:

1. The requirements made by the customer and the goals mentioned previously are met.
2. The team remains motivated throughout the project and will want to continue to work together in the future.
3. AND/OR - The team remains motivated throughout the project and learns how to handle possible future implications with other teammates.

Scope:
The web application will recommend a streaming service to users based on their favorite shows and allow three types of users, admins, users, and anonymous, to have various levels of access. The application cannot manipulate the shows themes and genres themselves.

Risks and obstacles to success: An obstacle to our success is our inexperience with what the project entails.We are all college students at UMKC. A lot of research and learning must be completed to understand the basics of ASP.NET, working with databases, and creating web applications.

Signatures

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Project Manager

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Project Sponsor

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Customer

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Technical Lead