
“GET YOUR CAR” Website PROJECT CHARTER

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Number: Project 3: Car Share Website
Author: Team uhhh

Commercial - in – Confidence

Document Control

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Distribution

Version	Issued	Recipient	Entity / Position
V1.0	10/08/2020	Shaahin Madani	Supervisor
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Amendment History

Section	Page	Version	Comment
Sections 1 - 8	6 - 10	V0.1	Initial draft of all sections
Sections 1 - 6	6	V0.2	Final review of sections draft with minor wording/grammar edits
Section 8	7 - 10	V0.3	Removed design details after meeting with supervisor. Moved tools to section 6
Section 8	7 – 10	V0.4	Added tables and further details after meeting with supervisor
Sections 7 – 8	7– 10	V1.0	Final review of sections draft with minor wording/grammar edits
Section 8	8	V1.1	Removed project milestone section
Section 6 and 8	7 – 8	V1.2	Edited technologies in section 6 and some edits in section 8
Section 8 and 9	8 – 12	V1.3	Add test result in section 9 while fixing section 8 to finish
Section 1 – 10	1 – 12	V2.0	Reviewed all sections for the final submission

Staff or Entities Consulted

Name	Position / Organization
Shaahin Madani	Supervisor/ RMIT
Shaahin Madani	Client/ RMIT

Related Documents

Name	Author	Description
Project General Information	Team uhhh	General information on the team and project.
Project Infrastructure Summary	Team uhhh	Documentation containing URLs for Trello, GitHub repository, MS teams drive, and cloud deployment.

Preface

The purpose of this document is to outline the Charter for Get Your Car. It serves as an agreement between the project team, the sponsor and the supervisor. It outlines the project's purpose and how the project will be approached, resourced, managed and delivered. Any amendments after this document has been signed off will be via addenda.

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1 Project Summary

This project aims to build a car share website that provides a platform for users to rent cars. This project will be used by a company that owns several cars in a variety of different locations that are available to customers. The sponsor is offering this project to a company so they can provide a convenient way for their customers to use their services. The final product will be a website that users can use to book cars for rental and return them once the booking has finished. Customers will be able to register and log themselves into the website in order to make bookings. Customers will also be able to view the details of their bookings, cars, and pricing plans. Searching for cars and their locations will also be available to users on the website. The website and product are called "GET YOUR CAR".

2 Project Sponsor

The project sponsor is RMIT University. RMIT university, formerly known as Royal Melbourne Institute of Technology and Melbourne Technical College, is a public research university based in Melbourne, Australia. RMIT University is also a global university of technology and design and Australia's largest tertiary institution.

3 Stakeholders and End Users

The key stakeholders are RMIT University, our clients, and their customers. RMIT University is our primary sponsor which has provided our team with the opportunity to work on this project. They are an important stakeholder because as a team, we are representing RMIT university and their reputation will be affected based on how our team performs. Our client is also another important stakeholder as they are our direct customers who we need to provide a project that they are satisfied with. They are investing in our team with the purpose of being provided with a product they can provide to their customers. The final stakeholder is our client's customers. They are the direct end-users for this project and must be able to make use of our client's services through our project. All our stakeholders are important to us as they are all directly affected by the performance of our team.

4 Appointment of Project Leader

The project leader is Vincent Pranata. The project leader was appointed by voting either the Scrum Master or Product Owner. All members of the team came to this unanimous decision.

5 Project Team Members

The project team members and their respective roles are:

- **Scrum Master:** Jerald Tienzo
- **Product Owner:** Vincent Pranata
- **Front-end Developer:** Yanfang He, Vincent Pranata
- **Back-end Developer:** Youxin Zheng, Jerald Tienzo

6 Project Methodology and Approach

We will approach this project by following the Agile manifesto. Agile focuses on collaborative teams that are self-organizing, cross-functional, and adaptive. This means that we must be able to adapt to any changing circumstances that we may face. Our team is located virtually on Microsoft Teams since we are unable to meet physically due to current restrictions. We will be following the Scrum agile methodology during this project. We have chosen to follow Scrum because it will allow us to be adaptive and flexible in producing a product that our client is satisfied with. Scrum follows weekly sprints where we are expected to continuously make progress on our project. Scrum also involves regular meetings within the team, but also consistent communication between the team and the client to provide feedback and demonstrate progress. Each week will total to approximately 10 hours of work between each member, totalling 40 hours per week.

We decided to use Invision in order to make mock-ups of our front-end pages. For our database system, we are using MySQL workbench and SQLLeo to create a mock-up. We decided that the front-end of our project is going to be made using Node JS, while the back end will be made using Java and PHP. The code will be uploaded to a private repository on GitHub and are expected to be updated regularly, while for the deployment of our project we decided to use Google Cloud Platform (GCP) along with the use of its database and APIs that we need.

Below is the list of tools that we are using for our project :

- Python
- Flask
- HTML
- CSS
- Bootstrap
- JavaScript
- Google Cloud Platform
- Cloud SQL
- Cloud Storage
- Geocoding API
- Google Map API
- Trello
- Microsoft Teams
- InVision,
- MySQL Workbench
- SQLLeo
- Adobe XD

7 Project Governance

The project will be governed by our team privately with the help of our supervisor and based on our client satisfaction. Decisions will be made after we discussed it in our weekly meeting either on Thursday with the supervisor or on Saturday without the supervisor. Communications are done through Microsoft Teams meeting from our group and necessary documents are also saved in the general chat files of our MS Team group. Internal project management is done mainly from the Trello board and during our weekly meetings. Each member has been assigned a role and is expected to actively take part in what they are supposed to do.

Constraints (in priority order)	Time	3 months
	Budget	4 developers + 1 supervisor
	Quality	Prioritise time & budget over quality

We do have some issues where some of our members are either not too familiar with the tools or have not been using it for quite a long time. So, there is a chance where we have hugely underestimated the work involved. Due to this, each member are expected to learn how to use the tools required during their own time and are expected to be able to at least almost finish the tasks designated to them for each sprint before asking for help to another member(s).

8 Project Scope & Deliverables

Get Your Car is a website target the user who needs need a car in a period, the user also can rent a car anytime and anywhere. The Get Your Car website also provide different type of car to meet the need of customer such as rent a car for a family trip, need a car for work or just want to rent the car before purchase a new car. Users can simply register online to choose a car and book it in the nearest location. Users can choose a suitable time to make the booking, such as the hour, day, or week. On the Get Your Car website, users can also choose different plans to match their needs. Users can choose a time plan which reduces the cost when they rent the car for several days. They also can choose multiple car plans when they need many cars. The goal of "Get Your Car" is to provide convenient, easy ways for the users to manage their times, locations to rent the car.

Draft Time:

Project approval, requirement gathering, researching in week 1-3.

Project implementation:

- Website Design, mock-up, website production, and Testing in week 4-12.
- The website will be deliverable in week 13-15.

To achieve the best user experience, we will be producing the major feature in the website. Refer to the table below.

Feature Name	Description
Customer Registration	Customer need provide some information to prove their identity to the system such as email address, contact number and the driver license
Customer Login	Customer can use username and password to access account information such as rental history, make bookings, cancel bookings, etc
Rental Car	User can view the brief description of different car to choose the best one
Booking Period (Make Booking)	Once customer select the car, user required to choose the time of booking period. (Minimum one hour)
Choose Price Plan	Customer has the option to choose between two different price plans. One which is free but hourly rent cost would be higher, while the other is not free but cheaper in cost for the hourly rent.
Cars Near Me	Once customer click a button to search cars near their registered address, it will show cars that are at least in 5 km range from the registered address.

We also will be maintaining documentation to help us to record every minute detail about our project.

Name	Description
Links Board	A document store all the UPLs related to the project such as Trello board link, MS team link, GitHub repository, etc. It needs to be up to date
Meeting Agenda	A weekly agenda made for the weekly meeting with the supervisor so that the supervisor has a clear idea on what we are going to discuss on that day
Scrum Meeting Minutes	The overview of what we discussed during each meeting and the details on who attended or apologised
Timesheet	A document of time management of what each member have done on weekly basis
Screen Mock-ups	Screen mock-up is creating a model that give an idea about how the project will be delivered
Product Backlog	The list of new features required to be implemented for the project.
Project Charter	A document containing the statement of the scope, objectives, and people involved the project for example the team, stakeholders, client, etc.
Risk Register	A document used for managing and control that the event could have negative impact on the project.
User Story	A list of user story cards that we made based on the functionalities needed to be implemented
Technical Solution Document	A document describes the solution for the technical problem.
End-user document	A guideline document with screenshots to help user understand the project and teach them how to use it.
Test Plan and results	A document used for describes how the test need be done and how the test will be deliverable. The test plan and results will contain test item, features to be tested, test approach, item pass/fail criteria.

For customer Page

Name	Description
Home Page	The page will show the short description of car share company and "Get Your Car" Website
Help	The page shows that customer service and company contact information
Login	The page provides login function for users and admin. Both can login their account
Sign-Up	The page provides the register function for user who does not have the account in the website.
Find a Car	The page shows the nearest and available car.
Prices/Rates	The page shows that price of different type of cars.
Payment Page	The page shows that the payment info after user click on booking
Location	The page shows the location of where the cars are parked
Account page	The page shows that user and admin account detail

For admin Page:

Name	Description
Login	The page for admin to login in admin page
User List Page	The page shows the user list in the website database
Car List Page	The page shows that registered car in the database
Register Car Page	The page can register new car into database.

9 Test Case

Unit Tests Result

Unit Case ID	Test Name	Expected Result	Actual Result
1.1	test_hash_successful()	True	True
1.2	test_hash_fail()	False	False
1.3	test_valid_DOB()	True	True
1.4	test_invalid_DOB()	False	False
1.5	test_valid_lincense_date()	True	True
1.6	test_invalid_lincense_date()	False	False
1.7	test_validate_customer_credentials_success()	True	True
1.8	test_validate_customer_credentials_fail()	False	False
1.9	test_register_success()	True	True
1.10	test_register_fail()	False	False
1.11	test_login_success()	True	True
1.12	test_login_fail()	False	False
1.13	test_find_customer_address_coordinates()	Equal	Equal
4.1	test_validate_premium_expiry_success()	True	True
4.2	test_validate_premium_expiry_fail()	False	False
5.1	test_validate_booking_time_success()	True	True
5.2	test_validate_booking_time_fail()	False	False
12.1	test_car_registration_success()	True	True
12.2	test_car_registration_fail()	False	False
12.3	test_calculate_car_price()	Equal	Equal
13.1	test_calculate_total_booking_cost()	Equal	Equal
13.2	test_calculate_total_booking_time()	Equal	Equal
13.3	test_card_validation_success()	True	True
13.4	test_card_validation_fail()	False	False

Test Case Results

Test Case ID	Test Description	Expected Results	Actual Results
1.1	Test the Login Functionality for Customer	Success	Success
1.2	Test the Login Functionality for Customer	Success	Success
1.3	Test the Registration Functionality for Customer	Success	Success
1.4	Test the Registration Functionality for Customer	Success	Success
1.5	Test the Registration Functionality for Customer	Success	Success
1.6	Test the Registration Functionality for Customer	Success	Success
1.7	Test the Reset Password Functionality for Customer	Success	Success
1.8	Test the Reset Password Functionality for Customer	Success	Success
1.9	Test the Reset Password Functionality for Customer	Success	Success
2.1	Test the Logout Functionality for Customer	Success	Success
3.1	Test the search car Functionality for Customer	Success	Success
3.2	Test the search car Functionality for Customer	Success	Success
3.3	Test the search car Functionality for Customer	Success	Success
4.1	Test the Switch Price Plan for Customer	Success	Success
4.2	Test the Switch Price Plan for Customer	Success	Success
4.3	Test the Switch Price Plan for Customer	Success	Success
5.1	Test the Make Booking Functionality for Customer	Success	Success
5.2	Test the Make Booking Functionality for Customer	Success	Success
6.1	Test the Cancel Booking Functionality for Customer	Success	Success
9.1	Test the Login Functionality for Admin	Success	Success
9.2	Test the Login Functionality for Admin	Success	Success
10.1	Test View user list functionality for admin	Success	Success
11.1	Test view list of car registered functionality for admin	Success	Success
11.2	Test modify car information functionality for admin	Success	Success
13.1	Test the Payment Functionality for Customer	Success	Success
13.2	Test the Payment Functionality for Customer	Success	Success
15.1	Test the Cars near to me Functionality for Customer	Success	Success
16.1	Test the Complete Booking Functionality for Customer	Success	Success

10 Reference

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https://mosaicprojects.com.au/WhitePapers/WP1019_Charter.pdf > [Accessed 6 August 2020].
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