PROJECT CHARTER

1. General Project Information	
Project Name:	**Child's Toy Development Team Project**
Executive Sponsors:	**None**
Impact of project:	To develop a possible child's toy which can fulfil the market demand

2. Project Team	Name	E-mail
Team Members:	Hung Wei Lin	hl21922@essex.ac.uk
	Kei Yiu Yvone Chan	chankeiyiu@gmail.com
	Yin Ping Lai	kris.lai.0730@gmail.com
	Yusuf Fahry	yusuf.fahry@hotmail.com

4. Project Scope Statement

Project Purpose

To develop a child's toy with software component meeting the most latest customer trends in the market

Deliverables

Project report
Code demonstration
Follow-up plan to UAT

Scope

A code demonstration of 10 requirements by customers

Actual development of the toy product is not included in this phase

Project Milestones *Propose start and end dates for Project Phases (e.g., Inception, Planning, Construction, Delivery) and other major milestones*

1 Jul – Requirements collection

25 Jul – Requirements Finalization

26 Jul – 28 Aug – Code development

29 Aug – Demonstration of the model

Major Known Risks (including significant Assumptions)

Risk	Risk Rating (Hi, Med, Lo)
Time zone differences delay communication between customers and development team	High

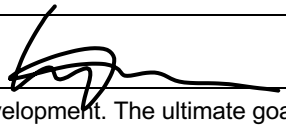
Constraints

Lack of budget may impair the choice of the most appropriate technology stack.

5. Communication Strategy

Development team will communicate with stakeholders regularly through Slack and/or email. When necessary, online meetings will be arranged to communicate bewteen two teams.

6. Sign-off

	Name	Signature	Date (MM/DD/YYYY)
Stakeholders – Team 2	Ian Wolloff		07/14/2022
Development team – Team 1	Chan Kei Yiu Yvone		07/13/2022

This phase is only a subsidary part of the project of toy UAT development. The ultimate goal should be producing a UAT but the current phase only includes the code demonstration part. This phase is only a proof of concept and does not entriely represent the full functions of final product.