Project Title	*Last Fan Standing*	*Product/Process Impacted*	Personal Entertainment
Start Date	*1/29/14*	*Organization/Department*	*Corporate HQ*
Target Completion Date	*4/28/14*	*Champion*	*Quiz Sponsors*

		Description	
1. Project Description	**What problem is the team addressing? What problems do customers have?** Our product is a sports-trivia quiz application that allows competitors to pay a fee per round to compete for prizes and the title of being the smartest at a particular topic. The goal is to combat the boredom of our customers by having an engaging game that capitalizes on the desire to be "the best" and win prizes. We are exploiting a new market in mobile gaming industry known as 'Real-Money Gaming' that allows users to compete for monetary prizes based on skill rather than chance. Real-Money gaming is something not yet available to customers on the iOS platform and is only just entering the Android platform.		
2. Project Scope	**What areas are inside and/or outside the work of the team? What are the boundaries (start and end points)? What specific parts of the overall problem will you focus on?** The boundaries of the product are from the moment a user launches the application on their devices all the way through the process of paying out the prize. Finding the facts for the competition would not be within our scope. That would be achieved through partnerships with statistic vendors. We will focus on providing compelling gameplay and ample spending opportunities for our users.		

Project Goal and Deliverables
What must the team deliver to be successful? Does the team goal link to the key performance parameters established by the sector leadership teams? What is the baseline performance? How will the goal be measured?

The deliverable is a full service application with all of the backend services to support the functions. The success of the project can be measured by the number of users, number of active users and app revenue.

Metrics	Baseline	Current	Goal	
Total Customer per month	450000	0	1,000,000	
Active Customers per month	350000	0	700,000	
Revenue per month	$3.6M	0	$7.2M	

4. Business Results Expected	Users will compete in real-time trivia games as leagues fill. Users will earn payouts based on the position they finish within the gameplay. A portion of funds collected in every game will be allocated to the business. To compete, users will purchase "Fanny Packs' (a bag of tokens necessary to enter gameplay). We will essentially earn a profit off of every trivia game that is played. Profit will be determined by the collective user buy-in.	
5. Team members	**Who is this team accountable to? Who is your champion? Who is on this team? What are the specific skills/roles of each team member? Who can the team turn to for expert guidance?** Accountable To: Professor, Team Members, Mentor, MIS Student Body Champion: Munir Mandviwalla Team Members & Roles: Jackie Ling – Development – Jackie is responsible for developing prototypes and is exploring the development of a live working model to be used during our final presentation. Roman Nicholas – Development– Roman is responsible for developing interface mock-ups to be reviewed and used by team members. Cameron Crossley – Research/Documentation – Cameron is researching competitor's as well developing documentation that will define the logistics of the application gameplay. John Carsia - Visionary – John is responsible for pitching our idea, obtaining feedback, leading brainstorming sessions and critiquing application development. Darin Bartholomew – Administration – Darin is responsible for scheduling and leading team meetings, following up on these meetings, as well as communicating and scheduling the subsequent steps. Looks ahead at project deliverables and assigns work to team members.	

6. Support Required and risks	**What additional resources does the team need? What obstacles does the team see, and how can they be resolved?** A partnership with major statisticians would be necessary to provide non-redundant trivia questions with assured accuracy. A good potential partner would be Elias Sports Bureau, the world's leading source of statistics and historical data for all major sports industries. Obstacles: • Competition • Differentiation • User Interference (Ex. What if your phone rings while you're competing?)
7. Customer Benefits	**How will this project help the customer of the organization? Could improvements have a negative impact on the customer?** This application will create a competitive environment for sports fans to prove that they are indeed a 'diehard' fan. Fans will compete for prizes and be recognized by specific leaderboards that position fans based on points earned as well as success rates.
8. Technology Architecture	**What are the specific tools/technologies you will be using? What is the experience of team members with these tools?** JustInMind will act as our development tool. Database will store all of the information. Users will access the application through a mobile application.

9. Overall schedule/Work Breakdown Structure (Key milestones & dates)	Responsible individual	Output (notes, diagrams, interviews, screen prints)	Date started if in progress Or Expected completion date	Date completed or date completion is expected
Planning	Darin	Schedule Team Meetings. Liaison for communication with mentor.	2/7	5/5
Analysis	John	Communicate vision with Developers. Review Design Prototypes.	2/7	4/15
Design	Roman	Design Front-End User Interface. On-going Process.	3/15	4/15

Implementation: Construction	Jackie	Design Back-End Interface. On-going Process.	3/15	4/15
Implementation: Testing	Cameron	Test Quiz Functions. Test Front/Back End Interface and Identify Bugs/Errors.	4/15	4/25
Installation	Jackie	Provide Working Quiz Model to be Interacting with Users During Final Presentation.	4/20	4/28

Charter Development Guidelines: Examples are in *italic*s. You can expand the form to meet your requirements as you enter text.

Project Title: Enter the name for your project – the name should convey a sense of purpose. Should contain an action word; such as – improve, develop, implement, reduce, etc.
Reduce Cycle Time for Resolving Disability Disputes

Product/Process Impacted: What you are working on.
Disability Claim Process

Champion: The sponsor of the project.
Department Head

Organization: Where you work.
Corporate HQ – Shared Services

Start Date: This is the first day on the project.

Target Completion Date: This is depending on the negotiated time line and scope with the sponsor.

1. **Project Description:** Several sentences addressing: why you are undertaking this project, the magnitude of the problem, general approach to be taken and expected benefits.

   The Shared Services Benefits Group receives on average 30 claim appeals per month. Many of these are resolved by providing information clarifying the process and others should have been handled locally or by directly working with the service provider. This project will improve the process currently in use so that calls/claims are resolved quicker. This will allow members of this organization to focus on more strategic issues and will improve client satisfaction and eliminate re-work.

2. **Project Scope:** What the boundaries are of the process that you are going to be working on.

   This "Process" begins with opening of a claim dispute and ends when the disputed claim case being closed.

3. **Project Goal:** Describe the target(s) that you are planning to achieve. Reduce cycle time by 50%, reduce cost per computer installation by 50% etc. If you don't have a quantifiable target then you cannot claim that you have reached your goal.

   Include the historical baseline information. The current value for the process will be updated as the project progresses toward your goal.

   For cycle time: Baseline- 2 days, Current- 2 days, Goal- 1 day (the goal reflects the 50% reduction from baseline)
   For cost: Baseline- $1000, Current- $800, Goal- $500 (the goal reflects the 50% reduction from baseline)

   You may have other metrics that you are working to impact; if so, substitute them for any that don't apply. You may have only one metric and will rarely have more than three.

4. **Business Results:** What the benefits are to your organization when this project is complete. How will this project impact your organizations "Dashboard" metrics? What will be the impact to the financial bottom line?

5. **Team Members:** List the dedicated team members and also any other regular contributors to the success of the project.

6. **Support Required:** Identify other resources that may be required, such as outside consultants etc.

7. **Customer Benefits:** What the benefits are to the customers of this project if the process/product is improved.
   The people using the claims dispute process will get faster results and resolution of their claim. This should result in better customer satisfaction levels with the process as well as improved productivity of service operators through fewer status inquiries.

8. **Technology Architecture:** What are the tools you will be using (development tools, data base, etc)? How will you obtain the tools? What is the level of experience of specific team members with these tools?

9. **Schedule:** Enter the anticipated dates that you will complete each phase of the project; work with your champion to determine these dates.