

# MIS 4596

## Project Charter

<b>Project Title</b>	Maptivities	<b>Product/Process Impacted</b>	
<b>Start Date</b>	09/05/17	<b>Organization/Department</b>	
<b>Target Completion Date</b>	12/05/17	<b>Champion</b>	

	Description
<b>1. Project Description</b>	<p style="color: red;"><b>What problem is the team addressing? What problems do customers have?</b></p> <p>Locating events and activities such as concerts, art shows, fairs, festivals, and beer gardens that would otherwise be unknown due to little to no advertising. Venues and promoters will be able to add their events to this application so customers will be able to find them and attend. This application will be a central hub for users to find events and will be far more convenient than searching various websites. The users will be able to sign into the application through social media accounts such as Facebook.</p>
<b>2. Project Scope</b>	<p style="color: red;"><b>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?</b></p> <p>Users will be able to search certain geographic areas and dates to find exactly what event or activity they are looking for. The events will be broken down into distinct categories. After the user chooses the event or activity the application will provide directions via GPS or have the option to Uber to the event.</p>

1. Project Goal and Deliverables		Metrics	Baseline	Current	Goal	
<p><b>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?</b></p>		<p>(propose specific metrics for your project, e.g., cost reduction, time reduction, customer satisfaction, etc.)</p>				
		Venue & Promotor Sign up	10	10	100	
		Event ticket sales	10	10	100	
		Application Rating Score			4.5/5	
		Uber rides to events			10	

<b>4. Business Results Expected</b>	A startup company will be created upon the creation and implementation of a popular application.
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<b>5. Team members</b>	<p>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?</p> <p>Champion:  Project Manager: Stan Okoro  Prototyper: Zirui You  Business Analyst: Chris Rosentreter  Documentation Specialist: Dan Genuario</p>
<b>6. Support Required and risks</b>	<p>What additional resources does the team need? What obstacles does the team see, and how can they be resolved?</p> <p>The application will need data regarding events. This relies heavily on venues and promoters to use the application and to give information regarding the events such as title of event, type of event, date, time, and location. One obstacle would be to both attract and keep users, venues, and promoters to actively use the application.</p>
<b>7. Customer Benefits</b>	<p>How will this project help the customer of the organization? Could improvements have a negative impact on the customer?</p> <p>Users will be able to attend events otherwise unknown to them tailored to their exact categories of interest. The user will have all of the information about the event including directions and the ability to Uber there.</p>
<b>8. Technology Architecture</b>	<p>What are the specific tools/technologies you will be using? What is the experience of team members with these tools?</p> <p>JustinMind prototype tool.</p>

<b>9. Overall schedule/Work Breakdown Structure</b> (Key milestones & dates)	<b>Responsible individual</b>	<b>Output (notes, diagrams, interviews, screen prints)</b>	<b>Date started if in progress Or Expected completion date</b>	<b>Date completed or date completion is expected</b>
Planning	Dan	Project Charter, Problem Statement	9/5/17	9/19/17
Analysis	Chris	Deliverable requirements, Interviews	10/1/17	10/15/17
Design	Chris/Zirui	Systems Architecture/ Data Model Architecture, Process Model	10/1/17	11/1/17
Implementation: Construction	Dan/Zirui	Prototype versions, revisions	10/10/17	12/1/2017
Implementation: Testing	Stan	Test prototype model, note needed changes	10/24/2017	12/1/2017
Installation	Stan	Final Presentation, Project Summary	11/20/2017	12/1/2017