Project Charter/Mandate

Project Name	Social Stuff		
Submitted By & Date	Dave Hoevenaars, Maurits van der Zee 28-09-2020		
Strategic Objective	Providing privacy in a centralized social media market.		
Project ID		**Confidentiality**	N/A

PROBLEM STATEMENT
Centralized Social Media platforms has been dominating the market for the last decade, this is a problem because nearly everybody who is communicating throughout the internet is relaying on these businesses and they're business model revolves around selling your private data. This can be especially damaging for high-profile individuals which reputation or credibility could be damages by providing such data. Additionally the large corporations that host such services are based in countries which can force said businesses to provide access to their systems.(USA, China & Russia)

1. OBJECTIVES - SMART	2. CRITICAL SUCCESS FACTORS
The goal of the Social Stuff project sequence is to develop a working prototype of the decentralized chat application(front end & backend) and supporting documentation. This will be done by 20th January 2021	In order to prove Social Stuff's claim of privacy and security, a penetration test should be carried out and the results should be divided in 5 sub-sections: Reconnaissance, Scanning, Gaining Access, Maintaining Access and Covering tracks In these categories a risk analysis will be carried out and if the exposure is not greater than 2, the penetration test will considered a pass
3. RISKS	**4. SCOPE FOCUS**
In the Social Stuff project we identified a few risks which may occur such as: - Stretching the project's time scope due to unfamiliarity with programming languages and/or technologies - Not achieving customer satisfaction due to not meeting the client's requirements - Employee capacity decrease because of illness	In scope of the Social Stuff project sequence is: Creation of prototype of decentralized structure of Social Stuff 1. A report explaining analysis, design and implementation choices 2. Creation of front-end of Social Stuff 3. Analysis, Design and in-code documentation artefacts Optional: Customer Website However in this project sequence we will not have a fully released version of Social Stuff and the chat application will not be deployed either, the main goal is to have a working prototype, in order to showcase the potential of the project sequence. -

5. KEY ACTIVITIES & DATES
Project Kick-off: 02-9-2020, **Business case:** 01-10-2020, **Project Management Plan:** 01-10-2020, **Project Charter:**15-10-2020, **Project Scope Baseline** 25-10-2020, **WBS** 30-10-2020, **Project Poster:** 06-01-2021, **Handover Document:** 07-01-2021, **Group Dossier:** 14-01-2021, **Pitch Video:** 14-01-2021 **Project Handover:** 20-01-2021

6. DELIVERABLES	7. BUSINESS CASE

Creation of prototype of decentralized structure of Social Stuff A report explaining analysis, design and implementation choices Creation of front-end of Social Stuff Analysis, Design and in-code documentation artefacts Optional: Customer Website	The business case in non-financial; providing customer satisfaction by delivering a social media platform which is excellent in its privacy standards.
8. PROPOSED START & END DATES	9. STAKEHOLDERS & RESOURCES
The Social Stuff project sequence will start at 2-9-2020 and will end 20-1-2020	The resources we will utilize for the completion of the Social Stuff project sequence include: 1. The Source Code 2. Coding Standards 3. A shared repository on GitHub to do work simultaneously 4. MS Teams platform for communication Furthermore to support the completion of the project sequence we have stakeholders: Gerhard Bongardt: Business Owner Pieter van den Hombergh: Project Governance Jörn Neumeyer: Product Owner

Approvals

Business Owner	Gerhard Bongardt	*Date*
Project Governance/Lecturer	Pieter van den Hombergh	*Date*
Supplier	Dave Hoevenaars, Maurits van der Zee	09-10-2020