Lifecycle and Scheduling Report

# Lifecycle

The first interim report stated that it was expected that the project would follow the iterative lifecycle. During the planning stage, the project was broken down into tasks that would fit in to two week iterations. It was expected that there would be twelve iterations in total (twenty-four man weeks), with three weeks leeway before the project deadline. It was highlighted in the second interim report that the project was one iteration or two weeks behind schedule. At the time, the cause of this delay was assumed to be the inappropriate ordering of the tasks.

at around iteration eight or two-thirds of the way through the project I became blocked on a core task for the project. This block was caused because I lacked the knowledge and skills required to implement a key piece of functionality. In an attempt to develop a greater understanding of the technologies involved, I restarted the project. This was not overly time consuming as I reused some existing snippets of code. By restarting, I was able to refactor and improve the quality of the programming code. Despite improving the quality, this did result in the project falling slightly further behind schedule.

In hindsight, I should have addressed the required skills from the very beginning of the project. Using the iterative lifecycle meant that I expected to develop the skills required to implement piece of functionality in a single iteration, just two weeks. Skills are built overtime, so intending to learn, develop, implement and test a particular piece of functionality in the same iteration was too ambitious.

After restarting the project and gaining the required knowledge, I began to work considerably more quickly and efficiently. Despite making the deadlines dangerously tight, I believe restarting the project was beneficial for both my understanding and quality of the project. In future projects, I will ensure that I recognise the required skills as early as possible so that I have enough time to develop them. It appears that the iterative lifecycle model was not appropriate for this project, it is possible that a prototyping approach may have been more successful.

# Scheduling

As stated previously, the project was behind from interim two and then restarted at iteration eight. This left roughly two months to rebuilt and implement the full project. At this point, for the deadline to still be met I had put in considerably more hours each week.

This project was expected to take approximately 200 hours. However, because my time was not used effectively in the first half of the project I believe I have spent considerably more hours on this project than the 200 hour estimation. In the four weeks preceding the deadline it was not unusual for me to spend at least 20 hours a week on the project.

In the interest of saving time, I obtained some small existing code snippets and, for certain elements, utilised CSS generators. The use of these have been documented in the programming code. It would have been beneficial to implement these pieces myself, however these applications provided a quick and simple alternative.

A lesson learned, the hard way, is that committing time to a project on its own does not always result in the deadlines being met. It is how efficiently and effectively that the time is used what determines the likelihood of a good project being completed on time. In hindsight, I feel if I could restart the project I would be able to use my time more efficiently which would result in less pressure towards the end of the project.

# Future Wisdom

* Recognise and start developing any required skills as soon as possible.
* Allocate as much time as possible to developing skills.
* If I am not working efficiently, recognise that it is possible that I need to further develop my skills before attempting the task. Taking a step-back early will often get you further in the long run.
* Use all time effectively.

# Gantt Chart

|  |  |
| --- | --- |
| Iteration | Task / Functionality |
| 1 | Create ***HTML*** pages and ***CSS*** |
| 2 | Add controls / layout to ***HTML*** pages |
| 3 | Create database |
| 4 | Implement ***PHP*** to connect database and webpages |
| ~~5~~ | ~~Populate the CMS with data~~  (*Depreciated*) |
| ~~6~~ 5 | Implement update/delete to database via CMS |
| ~~7~~ 6 | Implement population of public pages with data from database |
| ~~8~~ 7 | Add basket functionality (***AJAX***) |
| ~~9~~ 8 | Add checkout functionality (storing order details) |
| ~~10~~ 9 | Implement and populate management reports |
| ~~11~~ 10 | Implement search product capability and/or product pictures |
| ~~11~~ 11 | Refine appearance/ layout |

