Semester Project: Science Museum

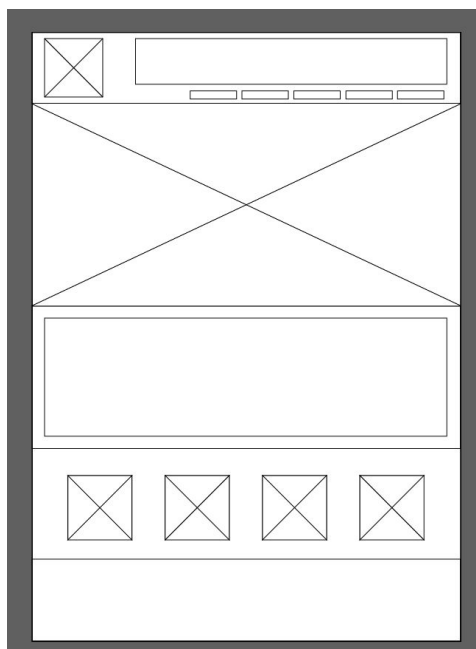**Schedule Document** by Jorun Ingeborg Pihl Bratteng

Plan

The hardest work is in the planning week so I wanted good time for this task and then a one day job for the other tasks. For my planning I tried to find out what the easiest way is to start. I wrote down all the things that had to be done, read and interpreted them. I made a Activity on Node- diagram to get a nice overview of all the tasks for this project. That way I could easier find the best Gantt Chart for my work schedule. I thought it was easier to make some good sketches after some research and to get some good ideas for the website and to find out what I liked and did not like. After planning, research and sketches comes the documenting part which is not that hard when you know what to write.
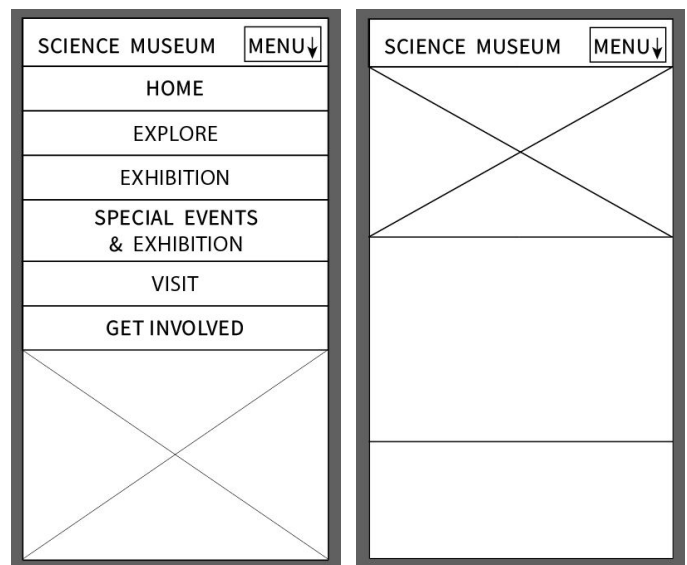
Design

The design can take i bit looong so a choose to have a hole week. I have learned the hard way, but I have learned that by making a plan before I try to design anything. It makes the work a hundred more easier and when you know what you want I can build it and spare a lot of time, and hopefully the design will be as I hoped for.

Wireframe for laptop/desktop devices.

Wireframe for mobile devices.

Build

Build the HTML done first with the content and everything on it before the styling with CSS comes. I have experienced that it is easier making the mobile version first so I decided to do that and then build laptop/desktop version, and in the end, testing, testing, testing. The reason I choose to have 20, 12 and 8 hours is that the first one always takes longest time so I choose to have over a 2 days job, and then under 2 days and in the end testing for a hole day to make sure everything works.

Final

Be sure the testing and validation goes well before I submit the final website. And for the final, write a full report on what I have done and why before the project is finished.

To see the final AoN-diagram and Gantt Chart Click Here!

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