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Report for FEU1_Project-Metodology_CA

Innhold

Introduction

For this CA I decided to attack the assignment head on and made a list of personell needed for the task and the tasks that needed to be done. At first I made a chart by hand with very few tasks, and worked on breaking down the bigger tasks into smaller ones that fitted in, and broke the bigger tasks into phases of the project. This made it easier to see where the broken down tasks fitted in and how long each phase would take.

The phases got divided into:

- Planning phase
- Design and developmet
- Build phase
- Launch phase

In the body part of the report I will be going further into what tasks belongs into the different phases

I decided to use GanttProject to make my gantt chart, seeing as the software is easy to use and shows a neat and nice view when exported as a PDF file. I tried to make the same in Excel but I didn't get the same feel of the gantt chart as in GanttProject.

Body

The different phases was initially their own bigger task, after the breakdown of those bigger tasks I noticed that there were alot of tasks that could be merged into eachother and thus the initial big tasks became phases. The reason behind design and development phase and build phase is because the real building of site, wireframe and web elements were not taken into the design and dev phase. As shown in the gantt chart, the only «building» done in the development is the web templates, which can be made after the initial UX/UI-design. I also sketched out a Logo for the company, and uploaded it to the GitHub repository.

I was going to og further with the logo and make a vector graphic out of the sketch, but I decided to make use of the time to do what the CA actually wanted. On the plus side, if I decide to go further with this project, I have what I need to finish the logo and have a neat gantt chart to follow.

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The main reason to why I switched from Excel to GanttProject is because in Excel I was not satisfied with how the chart looked. In GanttProject I felt more satisfied since I could make a separate chart for staff, and when the staff was added to the tasks, it was automatically added into the staff chart. This also made it easier to determine the lenght of the project, and to avoid overspending on staff, since when a staff member got overtime, it showed up in the staff chart. The project ended up taking about 6 weeks from start to finish, but as always when a plan is piched like this one is, there is bound to be something that can change the schedule. But the way the tasks are broken down and divided into different phases finding where there might be delays is easier to spot, and could be moved to an earlier point of the project.

I must admit that breaking down the bigger tasks into the right amount was tricky, since there area lot of smaller details that could be added. But the amount of tasks I broke it down to tells the reader of the chart the needed information of work that needs to be done, and can be followed easily throughout the process. The project leader doesn't have as many tasks as the others do, but it could be interpreted that he has a dialouge with the customer throughout the project.

Conclusion

I didn't take account of delays into the chart, seeing as I am pithcing this for myself. Allthough i might not be able to fit into all the roles, I am taking critique of how long some of the tasks are and how I could move tasks around to either an earlier or later time. But in all the allround feel of the chart and the broken down tasks, are easy to follow. The project itself seems as it's as big as one self wants it to be. The company itself seems as it is supposed to sell to local areas in the beginning, and expand to nation wide with time, hence the need for a website.

The 6 bigger tasks or milestones and phases and 18 minor taks divided into the phases gives nice overview over the project. The added meetings are a nice way to get the customer up to speed with what has been done and what that is left. This also gives the chance to either ask for more time to ensure a nice product, or if the budget given isn't enough to hold. One should'nt be tempted to ask more than once to change the plan, even though you have planned for halfway between average and worst case scenarios. Maybe the customer could come up with ideas they want added to the project and by default grant more time and budget to the project.

The chart I have made contains concise tasks for each phase, and it doesn't feel like the reader is blasted with mini detail work, that could be merged into other tasks. And looks nice and neat, since you can see the amount of work done by the different staff and the whole project timeline. The staff is not working overtime to ensure an earlier delivery, instead the tasks are spread out to avoid it. As earlier said, this project has a interesting feel to it, and I made a sketching of a logo. So if I am to work further on it, I would feel comfortable doing so with the planning done.