



Noroff

School of technology
and digital media

Technical Report

Project Methodology

Eivind Gjerløw Sundbø

Word count

Main text:511



Table of Contents

| | |
|---------------------------------|---|
| 1. Body | 3 |
| 1.1. Introduction | 3 |
| 1.2. Trello vs Gantt chart..... | 3 |
| 1.3. The chosen tasks | 3 |



1. Body

1.1. Introduction

Next week I'm starting on the final project of this semester. The aim of this project is to design and code a functional and responsive website, consisting four to six pages. Before starting this project, it is necessary to make a progression plan including all relevant tasks. In the following I have made some considerations regarding planning tool, planning layout and I've set the deadline for each task.

1.2. Trello vs Gantt chart

When planning the semester project we have received access to two different planning tools- Gantt boards and Trello. Both of them would be great tools for planning my semester project, but the simplicity of Trello fits my way of working better. As you can see from the attached screenshot of my Trello board, I've split my tasks into weeks, this way I know what must be done within each week. I have spread the tasks out with the intention of getting most tasks done within the first three weeks, this way I'm "buying" my self some extra time on the last week, if I for some reason should fall behind. In the event of that happening I have to make early adjustments to my plan to prevent falling behind on my schedule even more and in worst case scenario not finishing on time.

1.3. The chosen tasks

I've chosen the following tasks for week one:

Read the task, write down the task in my own words, create a repository on Github, setting the target audience, create the brand adjectives, create personas, choose typography, create color palette, make a wireframe of all pages, and then create content like pictures and logo. This may seem like a lot, but all of these are small task and each one is relatively quick to finish.

The second week looks like this:

First of I'm going to create the prototype for my website using Adobe XD. To create the best prototype possible, I'm going to browse through the task and my notes from the corresponding part of design 1. Then I'm going to start coding the website. First im creating the header/footer. Then I'm creating items that go on multiple pages such as forms and buttons. And now I can start on creating the rest of the website, I plan on finishing the main page and second page this week.

Third week:

I've set up my task so that I have to create the 3rd, 4th, 5th and 6th page of my website. As you can see I've put a questionmark next to these. Since we don't know the task yet, I have to guess a bit on how much I have to create. If I only have to make four pages I will spread my tasks out so that the work is pread out more evenly.

Fourth and last week:



This week will go into quality checking mywebsite by checking WCAG and if its up to par on SEO guidelines. Then I'm going to spend the rest of my time on cleaning up my CSS and the writing the report.



Trello

Arbeidsområder

Nylig

Stjernemerket

Maler

Opprett

Søk

ES

Filter

Vis meny

Tavle

Semester Project 1

Trello-arbeidsområde

Synlig arbeidsområde

ES

Inviter

Automatisering

Tasks for week 1

Read task

Write down the task

Create repository on github

What is the target audience?

Create the brand adjectives

Create personas

Choose typography

Create color palette

Create wireframe

+ Legg til et kort

Tasks for week 2

Find/create content

Create prototype

Code header/footer

Code items that goes on multiple pages

Create main page

+ Legg til et kort

Tasks for week 3

Create 2nd page

Create 3rd page

Create 4th page

Create 5th page?

Create 6th page?

+ Legg til et kort

Tasks for week 4

Check WCAG

Check SEO guidelines

Clean up CSS

Write report.

+ Legg til et kort

Doing

+ Legg til et kort

Done

+ Legg til et kort