Project Plan and Small Website

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Assignment 1 – CP1406

**Mission Statement**

The website is intended to promote beach volleyball as a family activity while appealing to a younger audience of between 15 and 30 years. Other social activities which are offered need to be highlighted such as a licensed bar and a capability for organising functions. The goal of the website is to increase the customer base of Slammers Beach Volleyball by 50%.

**Project Lifecycle**

The empathy methods used by the team started by determining a specific area of health and

**Budget Plan**

The budget for the project is outlined in the following table:

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Description** | | **Cost** |
| 1. Meetings with client | 3 x 1 hour meetings with client @ $55/hr | | $165 |
| 2. Development work | Mission Statement, Project Lifecycle & Budget. 5 hrs @ $55/hr | | $275 |
| 3. Sourcing | Obtain information and images. 4 hrs @ $55/hr | | $220 |
| 4. Concept creation | Creation of design, taxonomy, graphics & page templates. 25hrs @ $55/hr | | $1375 |
| 5. Revision | Revise design, taxonomy, graphics & page templates as required. 15hrs @ $55/hr | | $825 |
| 6. Construction & Content | Construction & content development. 30hrs @ $55/hr | | $1650 |
| 7. Testing | Client review and user testing. 5hrs @ $55/hr | | $275 |
| 8. Publishing | Publish & promotion of website. 2hrs @ $55/hr | | $110 |
| 9. Soft wear | Use of graphics, page templates etc soft wear and use of Content Distribution Network. | | $250 |
| 10. Sundry expenses | Miscellaneous expenses | | $100 |
| 11. Site Maintenance | Provide ongoing maintenance and updating of site. 2hrs per mnth @ $55/hr for 12mnth period | | $1300 |
|  |  | Subtotal | $6545 |
| GST 10% | $654.50 |
|  | **Total** | **$7,199.50** |

methods which were adopted in the define stages of the project were having a good Point

**Success Evaluation**

The website is intended to increase the number of players at Slammers Beach Volleyball by 50% while appealing to people aged between 15 and 30 years. A 50% improvement equates to an additional 50 players which totals 150 players weekly. In additional, getting players who are aged between 15 – 30 years is a goal. All the additional 50 people playing each week is to fall into this age bracket. Lastly, a 25% increase of revenue from the bar takings will show that the website has successfully promoted this aspect of Slammers.

**Site Flow Chart**

The procedure which I followed for testing was by asking questions of the group of what a

**Prototype and Test of Iteration 2**

**Final prototype**

**Conclusion**

I felt that the Design Thinking Project was of value to me. I learnt about a process which utilizes