Report on CA2: Project Methology

This assignment was an interesting challenge, as I had to plan the project exactly as I would if the project was real. I considered what expertise I could contribute with to the project, and what other roles the project would need without becoming to expensive. The easy thing would be to hire a bunch of people, but I tried to keep it at a minimum.

I chose to include 5 different roles; a project manager, a content developer, a front-end developer, a designer and a photographer. I would function as both the project manager and the front-end developer, and thought about what we would need as the "frukt og saft"-company had very little material that could be used for a web-page. Most of the content has to be made from scratch and in this scenario I assumed there was only the project manager/front-end developer (me) who was involved from the beginning.

I gave myself a week to find, interview and employ a designer, a photographer and a content manager. That process might take more time in many scenarios, but in this case I thought I would use my "go to guys" who was available for the job.
In the first week I also gave myself the task of identifying the project goals and other general planning. I also had the initial meeting with the customer.
In the second week everyone is at work collaborating on research and initial planning for design and content for the site. Strategic planning, content planning and creating the site outline overlaps as they are closely related to each other. The content developer also has a separate job of researching what content that potentially could be used for the site. Towards the end of the week, the photographer is involved for planning a photoshoot that would take place in week 3.
In week 3, everyone has their specific tasks, and has separate tasks. The content developer writes the content, the photographer has time for a photoshoot and image editing, the designers works on a style tile and graphical elements while the front-end developer starts working on the code.
In week 4, the photographer is finishing his job and leaves the project as he is no longer needed. The rest of the team collaborates with UX testing and design, while the front-end developer keeps on coding. This also goes on for week 5, included testing the site at different platforms/devices and some final touches.
I added a sixth week as the launch and bug-fix week. So many things can go wrong and it makes sense to have a buffer if there would be any problems after launching the site. If there are no errors then great; early weekend for the team!
The project lasts for six weeks, assuming that the hiring of the crew goes as planned.

We would use Google Drive for storing the content, and use a shared google spreadsheet for our gantt chart so that everyone can see and use it. Tasks will be coloured out as they are finished. Communication with the company will be done by skype, and we will showcase the work progress by uploading content on a "work-in-progress" server.
The team will communicate by using Trello, and they will be located at the same place for most of the time. The front-end developer will use git and github for the development and backup of the site. The employees would sign a contract saying that the creations will belong to the the project manager until the product is officially sold to the company. At that point, the company would become the owner of the content. The company already has the copyright of their logo,

For this gantt chart, I used the provided Gantt_Chart_Workflow_Case as inspiration for the styling. I really liked the look and feel of that Gantt-Chart, and it looked a lot better than the examples presented in the Lynda.com lessons. I therefore had to learn a lot about formatting cells and text in excel, which will be useful to know for future gantt-charts.

I can definitely see how a Gantt-Chart is an extremely useful tool, and this assignment was a nice way of practicing how I would potentially make a Gantt-Chart in real life projects at a later time. I think the layout and look I have made with inspiration of the provided chart works really well, and that's probably the style I will stick with in the future.

Link to repository:
https://github.com/MortenEvensen/Project-Methodology-CA