



**Noroff**

School of technology  
and digital media

# Technical Report

Repository site:

<https://github.com/Theosimon0828/ProjMethCA>

Project Methodology CA  
Lofthus Frukt og Saft

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# 1. Summary

This course assignment is the continuation of the previous module assignment we made. From writing the user stories to gantt charts. I started by drafting out the important phases of the development to be made. I made 5 phases and it would last for 29 weeks in the plan. But the time frame may be a bit earlier or after the given time depending on how the development goes. I will explain in the body part of this report in details about the 5 phases I made.

## 2. Body

### Introduction

This week we were given the task to continue with what we have started last week. We are going to make a Gantt Chart in relation with the existing website of Lofthus Fukt og Saft. I started by going through the lessons, watching some videos and reading other sources just to give me an idea on what we are about to do. It is my first time to do a gantt chart and I do not have an idea on where to begin with. So, reading a lot and asking some people about charts helped me to start the project.



## Main section of report

In my sample gantt chart, I have 5 phases which would take about 29 weeks. It can be before the said date or a little bit after the said date depending on the flow of the entire project.

The 1<sup>st</sup> phase is information gathering. This would take about 3 weeks in the plan. This includes meeting with the team and the client. This will serve as the introduction of what the project is about. This is also the meet and greet of the entire team. In this phase the review of the old system is discussed and who the targeted audiences are. This phase will also discuss the goals and time frame of the project which is the gantt chart.

The 2<sup>nd</sup> phase is planning. This would take about 4 weeks in the plan. After the 1<sup>st</sup> phase is almost done, the team can start planning by doing some site maps, diagrams and wireframes. This is to explain to the client and the entire team what the plans are in a non-technical manner which should be understood by everyone. This is also to give an overview of what the new system will be. The client can give his ideas and react or review on what the plan will be. This is like the what to do section of the project.

The 3<sup>rd</sup> phase is design. This would take about 7 weeks in the plan. With the 1<sup>st</sup> and 2<sup>nd</sup> phase in place, it is now the time to design the project. This is the start of what the project will look like. It involves the gathering of what photos, images and logo to be used which would take about 2 weeks. Initial design, style tiles and page layouts are at work



in this phase. This is one of the most important part because this will be the feel of the system. This is the process where the team will create the look of the new system. Also, the team will present this to the client upon approval and revision if needed. The client will give his opinion and may suggest some revisions in the design. After this, the team will redesign or refine the design of the project.

The 4<sup>th</sup> phase is coding. This would take about 12 weeks in the plan. This is the longest part of the development because this takes a lot of time to finish. This includes building the website and then the client will review it for further adjustments. After that, the team will further enhance, refine and finalize the website. The enhancement takes about 4 weeks in the plan.

The 5<sup>th</sup> phase is test and launch. This would take about 5 weeks in the plan. This is the last and final phase of the development. This includes testing and then uploading it to the server. Then the whole team will see the final product and is open for further enhancements or review. A redesign or refinement if needed. After this final phase, support and maintenance comes in place.



## Conclusion

This is my first time making a gantt chart and it is not that easy. I started using a pen and paper mapping out what are the important sections of the development and how to divide it. Taking into consideration the time frame of the entire project. I hope I have made this correct and this will help me someday to be a better web developer.

## 3. References

<https://www.noroff.no/>

## 4. Acknowledgements

I would like to thank my family and friends for the support. Everytime I made an assignment I always ask their opinion on what I did. May it be a critic or a complement, it helps me lot to be better. Thank you to Noroff for giving me the opportunity to learn and understand web development.

