

Report

I have to admit, this is something I feel that I'm not good at, I feel like I don't have enough experience to estimate how long time things would take. This is something that I know will come with time if I keep track of how long time each activity takes during my future projects. I really do not know how long it would take someone else to do what they are supposed to do. But anyway, I started by setting up the obvious points, like research, design, and development.

Obviously, the developer can't do anything until the designer has provided the design. For the designer to do their job they need content and images. One of the first things that need to be done is for the photographer and copywriter to come up with some content for the designer to be able to deliver the best possible work. I imagine there are regular meetings with the client to go over the design, then a new meeting when the developer is done with the way everything works together.

Testing must be a big part of the project to make sure everything is as good as the client expect it to be. The delivery part is where the website would be launched, A/B tested and monitored to measure the performance. The A/B testing would, of course, be clicked/per (amount) visitors based and not time-based. The necessary changes would be made, and the project would be complete.

Collaborating with other developers can be done easily with GitHub. Slack could be used to communicate with other members of your team and I guess skype business could be used to talk to the client. Communicating with clients can be a challenge, luckily we have a lot of tools at our dispense to make this easier. We have something called ConceptShare, which is designed for things like design and web development jobs. InVision is an app that let us turn the work into a prototype which the client can leave feedback on, as well as monitoring our to-do list.

I'm looking forward to tracking my time in future projects to find out how long time I spend on different tasks.