Project plan

Semester 6 – Advanced Media

Date:	12.09.2023
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Version	Description
2	**Updated research questions, added research methods and approach, overall update of the document**

Content

1. Project Assignment

1.1. Context

The project is about creating a website portfolio for semester 6, where work-in-progress and completed items will be included.

1.2. Goal

The goal is to create a website using HTML, CSS and Javascript frameworks to showcase my work during the semester. The opportunity of this assignment will also be used to further develop my programming and designing skills and the portfolio will be a good project that will later help me when looking for a job.

1.3. Scope

1. Creating Figma Prototype
2. Selecting the most relevant tools to work with
3. Selecting images and colours
4. Creating and experimenting with various animations
5. Designing and developing the portfolio website

1.4. Conditions

To make a beautiful portfolio that will represent my work, I need to find out what framework would be an ideal choice for the project. I have already some experience with Next.js and would like to try and develop skills in another framework, or further develop my Next.js skills.

I will be working alone on this project, with teachers feedback if I need some clarifications or I get stuck, or if they have any concerns and suggestions.

1.5. Research Questions

Main Question:

How to create a good-looking and representative portfolio that will serve to showcase my work to the teachers?

Sub questions:

1. Which front-end technology would be best for creating the portfolio?
2. How to indicate if a portfolio is good-looking and representative?
3. What elements to include in a portfolio?
4. What expectations do teachers have from my portfolio?

CMD Methods:

1. Literature Study
2. Literature Study, Usability Testing
3. Best, good and bad practices, Literature Study
4. Usability Testing, A/B Testing

2. Approach and planning

2.1. Approach

For this project, I will try to stick and follow my planning and divide my work and try to work on multiple items to keep myself engaged. For this project I will stick to the scrum method.

2.2. Research Methods

I am going to make use of the CMD Methods as they proved wonders during my studies. I will be requiring feedback to make sure my approach is good and that I am on track.

2.3. Planning

Phase	Start	End
Completing project plan	12.09	13.09
Sketches	13.09	14.09
Figma prototype(colors, animations, style, structure)	15.09	20.09
Feedback	-	-
Coding & Testing	20.09	29.09~
Feedback	25.09	26.09
Submitting the portfolio	29.09	29.09

These dates are approximate, and that's my vision on how long each item will take based on my personal experience