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Webpack Pill

Due 7ᵗʰ January 2020

Overview

WebPack is a tool that allows you to manage the resources and dependencies of a website. It mainly solves Javascript dependencies, although it can also work with css, images, Javascript preprocessors, CSS preprocessors, template systems, and much more.

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Project information

Project Requirements:

- Understand what WebPack is and know its basics
- To be able to deploy a web project that uses webpack to generate its assets
- Understand what Javascript modules are and how to use them
- Understand how a project is configured for different execution environments
- Install and configure WebPack Plugins
- Understand what ECMAScript 6 is and be able to use its new features thanks to WebPack
- Optimize images automatically by applying various rules

Project Specifications

The following deliverables will be necessary to evaluate the project:

- Repository with code

- You must create a correctly documented README file in the root directory of the project (see guidelines in Resources)

- Documentation of the pill in PDF format

Risk Management Plan

Every project has risks. This risks must be taken into account to improve the workflow of the project. I've listed the risks for the project, along with the impact they might have, and the priority of them.

#	Risk	Consequence	Prob. (1-5)	imp. (1-5)	Pri. (1-25)	Mitigation approach
1	Breaking my computer	Can't do anything	1	5	5	Keep my repo work to date, look for other computers
2	Getting sick	Wouldn't be as productive	2	3	6	Eat and sleep well
3	Not concentrating enough	Won't be able to finish the project	2	5	10	Focus on the Minimum Viable Product.
4	Unrealistic deadlines	Deadlines wouldn't be met + development shortcuts would have been taken affecting the robustness of the code	2	3	6	Be more organized with the tasks, set new deadlines.
5	Being unfocused	Loss of control over the development flow of the project	4	5	20	Focus on finishing the most important tasks only.

Tasks for the project

Defining this part is crucial to the development of the project. It is important to make a good analysis of the situation to organize the project in a good way.

1. Project organization
   - Priority: Medium.
   - Description: Reading the project and understand it
   - Difficulty: 2/10
   - Time estimation: 1 hr

2. Creating Git Repo
   - Priority: High.

- Description:Creating the git repo for the project.
- Difficulty: 1/10
- Time estimation: 5 min.

3. Creating new project
   - Priority: High.
   - Description:Creating the new project for webpack
   - Difficulty: 3/10
   - Time estimation: 1 hr

4. Working with JavaScript
   - Priority: High.
   - Description: Working on the .js file
   - Difficulty: 5/10
   - Time estimation: 2 hr

5. Working with CSS
   - Priority: High.
   - Description: Working on the .css file
   - Difficulty: 5/10
   - Time estimation: 2 hr

6. Working with the Images
   - Priority: High.
   - Description: Working on the images of the project
   - Difficulty: 8/10
   - Time estimation: 1 hr

7. Working with HTML
   - Priority: High.
   - Description: Working on the .html file
   - Difficulty: 4/10
   - Time estimation: 2 hr

Chronogram

#	Thursday	Friday	Saturday	Sunday
1	X			
2	X			
3		X		
4		X	X	
5		X	X	
6			X	X
7				X

Calendar

- Thursday:
  -Project organization
  -Creating Git repo

- Friday:
  -Creating new project.
  -Working with JavaScript

- Saturday:
  -Working with CSS
  -Working with Images

- Sunday:
  -Working with Images
  -Working with html

Git Workflow

For this project, all commits we'll be pushed directly to the Master branch. All commits will use a descriptive message, so that myself or other users can easily go to the Git version that they need to. This is very important for working in teams as it increases communication and efficiency between all members.

Technologies used

For this project, we will use the following technologies:

- HTML, CSS and JavaScript.
- Webpack

Project Validation

Lessons learned

-Webpack is an open-source JavaScript module bundler. It is a module bundler primarily for JavaScript, but it can transform front-end assets like HTML, CSS, and images if the corresponding loaders are included.

Incidents
-A lot of difficulty understanding the use of Webpack

-Many incidents when using .gitignore.