



**Noroff**

School of technology  
and digital media

# Technical Report

Project Methodology CA

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Word count

Summary: 250 | Main text: 500



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# 1. Summary

I have set up a Gantt chart that is easy-referenced and easy to follow. The project manager will hold the team accountable and follow up with the customer.

GitHub repository: <https://github.com/bittenhelen83/bittenberntsen>

## 2. Body

### 2.1. Introduction

Lofthus frukt og saft have assigned us to create a website including all the necessary content, identity elements, articles and photos etc. They are located in Hardanger fjord in Norway and are producing one of the best 100% natural apple juices in Norway. Their ambition is to expand and find new markets.

### 2.2. Main section of report

The project will need a team of five persons. The project manager who will oversee the entire process and pick up on potential problems as they go along. The developer (me) who will build the site, and a designer. There will also be hired a copywriter and photographer to handle the photoshoot and the written content for the site.

The project will be divided into four main segments, planning, designing, building the site and launching it. It will have a time frame of four weeks.

The project will start of with a project start meeting where the customer will meet with the team and lay forward their needs and wants for the project including their brand philosophy and image.

The planning segment will consist of research, a needs assessment, creating a site outline and structure and coming up with a concept for the site. This segment is given 1 week.

The design segment will start of with a design meeting and building style tiles, writing the text content and setting up a wireframe. It will also be given 1 week.

The build segment will start of with a customer approval meeting where any changes will be implemented in the design. Thereafter there will be set up a photoshoot with a hired photographer. HTML and CSS and UX/UI. This segment will be given 1 week and 2 days.

The final segment, the launch will be given 3 days and consist of a launch meeting, cross platform and browser testing and the final launch.



I started off writing the user stories to determine which tasks need to be done and divided the tasks as follows:

*Responsible:*

Project Manager	PM
Designer	Des
Developer	Dev
Photographer	P
Copywriter	CW

*Week 1: Plan – 5 days*

Startup meeting		All
Research	2 days	PM
Needs assessment	3 days	PM
Concept	2 days	Dev + Des
Site outline and structure	3 days	Dev + Des

*Week 2: Design – 5 days*

Design meeting		All
Style tiles	5 days	Des
Written content	5 days	CW
Wireframe	5 days	Dev

*Week 3/4: Build – 7 days*

Customer approval		All
Photoshoot	2 days	P + PM
HTML and CSS	7 days	Dev
UX/UI	7 days	Dev + Des

*Week 4: Launch - 3 days*

Launch meeting		All
Cross platform and browser testing		Dev

Launch!

I thereafter set up my Gantt chart in Excel as this is a tool I know well.

## 2.3. Conclusion

The timeframe is an estimate based on the assignments we have had so far. The photographer and copywriter will be hired on an hourly rate as their present is not needed throughout the project.

The whole project will be monitored by the project manager who will also be the one communicating directly with the customer. The weekly meetings will make sure we are all on the same page and things are running smoothly.



I believe the four week timeline will be sufficient and that the team will be able to finish on time. We will communicate through meetings and using GitHub to keep track of each other's progress and the overall project.

### **3. References**

Start writing here

### **4. Acknowledgements**

Start writing here

### **5. Appendices**

Start writing here

