Project Time Management

Project time management ensures that the project is completed on the specified date, ensures efficient use of resources, and meets certain project objectives. Gantt Chart, CPM and PERT are project time management tools.

Gantt charts are a tool used to visually track the schedule of a project. It is a project time management tool used to plan project tasks, schedule and allocate resources, and visualize progress over time. The gantt chart shows when it will start and finish, so the progress of the project can be tracked and revisions can be made when necessary. It is a powerful and popular project time management tool. Creating a Gantt chart for large projects with many tasks and resources is complicated and a waste of time. and therefore leads to errors. In this graph, each task is represented by a bar. The length of the bars represents the duration of the tasks. The dependencies of tasks on each other can also be seen in the graphs.

CPM helps determine the longest time the project will finish in case tasks are completed late. This analysis helps identify the most critical tasks for the project and estimate the total duration of the project.

PERT is a method used to determine the timing, duration estimates and risks of complex projects. It is a time management technique that takes uncertainties and risks into account. It makes 3 time estimates: best, worst, most likely...

Instagram Development Project Management

Gant Chartt

1.analysis

-determine needs

-competition analysis

-setting development goals

2.design

-interface design

-database design

-security and authorization design

-infrastructure and storage design

3.application development

-infrastructure installation

-creation and management of user accounts

-photo and video upload features

-user profile and tracking system

-search and discovery feature

-notifications and messaging system

-hastag and tag method

-advertising and revenue model integration

4.testing and quality control

-performing model and functional tests

-security and performance testing

-fixing errors and making improvements

5. distribution and launch

-launch the application

-announcement to the target audience

-collecting feedback and making improvements

6.sustainability and maintenance

-Updating the application and adding innovations

- bug fixes and performance improvements

-user feedback tracking

	JANUARY- MARCH	MARCH- JULY	MAY - SEPTEMBER	SEPTEMBER- NOVEMBER	NOVEMBER	DECEMBER
ANALYSIS						
DESIGN						
APPLICATION DEVELOPMENT						
TESTING AND QUALITY CONTROL						
DISTRIBUTION AND LAUNCH						
SUSTAINABILITY AND LAUNCH						

CPM(CRITICAL PATH METHOD) and PERT(PROJECT EVALUATİONS REWİEW TECHNİQUE)

1. strategy creation

-do market research

-determine target audience

-create a business plan

2.design creation

-determine the required features

-interface design

-prototype creation

3.development and coding

-background and database creation

-coding of features

-system integration

4.testing and bug fixing

-conducting unit tests

-collecting feedback with some tests

-fixing errors

5.distribution

-Publishing the application in app stores and download platforms

6.feedback and improvement studies

-user feedback interface

-Making recommended improvements

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│                     │        │                     │
│ 1. strategy creation│        │ 4.testing and bug fixing
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┌─────────────────────┐        ┌─────────────────────┐
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│ 2design creation    │        │                     │
│                     │        │  5.distribution     │
│                     │        │                     │
└─────────────────────┘        └─────────────────────┘
          ⇩                              ⇩
┌─────────────────────┐        ┌─────────────────────┐
│                     │        │                     │
│ 3.development and   │        │ 6.feedback and      │
│                     │        │                     │
│ Coding              │        │   improvement studies
└─────────────────────┘        └─────────────────────┘
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1. strategy creation

2design creation

3.development and

Coding

4.testing and bug fixing

5.distribution

6.feedback and

improvement studies