

Software Development Unit 1, 1.4

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I can describe factors that might affect the task

In the lifecycle of my Gantt chart, there are many stages to go through such as Planning and Learning, Creating the website, Capturing and creating content all the way to Live testing after deployment. Due to the extent of the project, there are also things to consider that could potentially affect the success of completing the task.

One thing is the availability of resource and whether I would be sourcing externally or doing the job myself. In this particular project, I'm doing the job myself; however, if I didn't know how to do a certain task, I would need to outsource the work to a third party. There are several websites available like [Peopleperhour](#) where I can hire someone for their specific skills (i.e., HTML CSS or SEO). If I was on a budget, I can even hire someone from [Fiverr](#). Before I get into a contract, I also need to check the quality of their previous work so I know what to expect and if they are the right fit for my project. I will need to research and check their portfolios.

Once I've decided on a third party, I'd need to make arrangements with them and ensure that they can provide the service in time for my plan. If not, I'd need to consider that and make relevant amendments. In addition, I also need to think about the total cost of their charges. Most third parties will have a contract confirming the cost of services, but there are occasions when more work comes up that haven't been considered which can increase the cost of the project overall.

Although there are a lot of free software available, I can use like Visual Studio and GIMP, I would still need to publish my website and I'd need to consider how much it would be to pay for a webhost. I could potentially obtain free hosting services from sites like [Wix](#), but this can impact my website where I will have to allow ads or maybe not have my own domain name just to keep it free. There are also premium webhosts that make it easier to create and publish websites such as [Squarespace](#). If my project needs the ability to sell items online, I can also use [Shopify](#) and integrate that into my website. Some of these premium services also offer tiered services and I'd need to choose which package is the best for the needs of my project.

I could also potentially run into defects whilst testing the website, before or after it is deployed. This means that I or a third party will need to fix the issue. For my project it will just be myself who will deal with the defects, therefore I need to allocate time for this as well.

There is also the issue with publishing work that isn't original. It's important to note that any image or text that is downloaded online or elsewhere would have an automatic Copyright. Therefore, it's crucial that consent is obtained from the original creator or credit is provided before it is published online. Obtaining consent can take time as it's hard to plan how long before an agreement can be made. For my project, I am showcasing my personal art work; therefore, all of the images in my website are my own. However, the subject of my art is from popular Japanese animation, therefore I need to ensure that I credit the original creator.

There are many factors that can impact a project's timeline which is why it's important to either give some extra time for potential delays or even unforeseen issues.