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 didn't know how to do a certain task, I would need to outsource the work to a third party. If this were to happen, I'd need to make arrangements with the third party 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 to considering time for a third party, I also need to think about the 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, but this can impact my website where I will have to allow ads or maybe not have my own domain name if I keep it free. If I were also to outsource the work, I'd need to be prepared to pay for the third party's services.

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.

There is also the issue with publishing work that isn't original. It's important to note that any image or text that is not obtained online or elsewhere would have an automatic Copyright. Therefore, it's crucial that explicit consent is obtained from the original creator before it is published online. This can take time as it's hard to plan how long before an agreement or consent can be made.

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