Coursework 1

Task 1

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| --- | --- | --- | --- |
| **Task ID** | **Task Description** | **Duration (weeks)** | **Predecessors** |
| **A** | Requirement Planning | 2 | - |
| **B** | Order and Receive Hardware | 3 | A |
| **C** | Software Development | 4 | A |
| **D** | Software Testing | 3 | 1 week of C |
| **E** | Install Hardware | 1 | B |
| **F** | Install Software | 2 | B, D, E |
| **G** | Test System | 4 | F |
| **H** | Debug and Fixes | 2 | G |
| **I** | Marketing Preparation | 1 | H |
| J | UK Release | 1 | I |

Task 2

A picture containing text, clock

Description automatically generatedTask 3

Critical Path: A, B, E, F, G, H, I, J

Total time for completion: 16 weeks

Task 4

A screenshot of a computer

Description automatically generated with medium confidencei.

Critical Path: A, C, D, F, G, H, I, J

ii.

By changing the task timeline, several consequences occur. Firstly, the project as a whole is delayed by 3 weeks due to the dependency change between activity C and D. Rather than only taking 1 week to move on from the activity, the time taken is now 4 weeks. Furthermore, by inducing time delays so early on in the project, each activity that precedes activity D is delayed. This could incur extra charges as stakeholders in the project may have to invest more money. In conclusion, inducing time delays early in the project causes a large knock-on effect later in the project, increasing money and time commitment.