PROJECT PLAN

Website/Knowledge database

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1. Project Assignment 4
1.1 Context 4
1.2 Goal of the project 4
1.3 The assignment 4
1.4 Finished Products 4

2. Approach and Planning 5
2.1 Learning Outcomes 5
2.2 Breakdown of the project 5
2.3 Time plan 5

3. Project organization 6
3.1 Team members 6
3.2 Configuration management 6

4. Communication 7

1. Project Assignment

1.1 Context

The Pixel Playground is a state of the art video lab, where creativity has no limitations. This cutting-edge facility, which is located within R10, has a mesmerising array of cutting-edge technology, such as Unreal Engine, Virtual Reality, and more, and acts as a vibrant playground for creative minds to explore and experiment. There is an important need to develop an online platform to effectively showcase the services of the Pixel Playground. With this online platform, the wide range of services and cutting-edge technology provided by this virtual production lab will be efficiently presented.
The primary objective of creating this website is to provide a complete knowledge database for the Pixel Playground. It intends to make an extensive amount of knowledge, tools, and insights on the technology used in the video lab readily available to students, teachers, and other stakeholders. The core audience of the lab, which consists of ICT & Media students and teachers of FHICT (international), will be supported in their educational and creative activities by this digital platform, which will make it easy to explore video-related content.
In addition to providing knowledge, it will encourage research, experimentation, and invention in the field of video production. It strives to provide visitors with a rich and engaging experience through user-friendly design and technological integration, empowering them to traverse the world of video creation with ease and confidence.

1.2 Goal of the project

The primary goal of this project is to fulfil the need for the Pixel Playground video lab to have a comprehensive online platform. The video lab's cutting-edge services and technologies are currently not adequately showcased or accessible online, limiting its visibility and reach to potential users and stakeholders. Currently, there is no centralized platform to provide clear, current, and comprehensive information about the lab's offerings. In the desired situation, the Pixel Playground video lab will have an up-to-date, user-friendly website that offers a coherent and engaging overview of its services, technology, and capabilities. Users of the website can quickly explore the products and services of the lab and get a clear sense of the resources available.
For students, teachers, and outside stakeholders, the website will act as a dependable source of information, promoting engagement and collaboration.

The project's benefits include:

1. Increased Visibility: The website will greatly increase the lab's visibility, bringing in potential students, teachers, and partners who want to make use of its innovations.

The possibilities offered by the project include:

1. Comprehensive Information Hub: The website will serve as a comprehensive hub, providing in-depth information on the services, tools, and project opportunities offered by the lab.

2. Effortless Updates: The website's design will make it easy to keep the information up to date, keeping it current and responsive to changing needs.

1.3 The assignment

The project's assignment is to design an intuitive, user-friendly, and responsive knowledge database website for Pixel Playground. The website should effectively present the lab's services and technologies, catering primarily to ICT & Media students and teachers of FHICT (international), while ensuring accessibility for diverse user profiles, including external stakeholders.

PRIORITY	DELIVERABLES
Must have	Responsive across various devices
Must have	Content Management System (CMS)
Must have	Multimedia Integration
Must have	Detailed Equipment Information Pages
Must have	Tutorials on how to use lab's resources
Should have	Search functionality
Should have	Social Sharing
Could have	User-Generated Content e.g. reviews
Could have	Gamification Elements
Won't have	Login feature

This project includes	This project does not include
Content display	Content creation
Website development	
Content Management System (CMS) Integration	
User research	

1.4 Finished products

1. Pixel Playground Knowledge Database Website: The primary end product of the project, a fully functional website of the Pixel Playground. It serves as the knowledge repository for the FHICT video lab and provides information about its services, technologies, and resources.

2. Project Plan: A comprehensive project plan outlining project objectives, scope, timeline, tasks, and responsibilities. It serves as the roadmap for execution of the project and management.

3. User Research Findings and project concept document: Documentation of user research activities, including interview transcripts, survey results, and user feedback. These findings inform design and development decisions.

4. Design Artifacts

Wireframes: Low-fidelity visual representations of the website's layout and structure.

Mock-ups: High-fidelity visual representations of the website's design, including colors, and images.

Prototypes: Interactive prototypes for user testing and stakeholder feedback.

5. Website Development code: This codebase comprises HTML, CSS, JavaScript, content and other necessary files that constitute the website's front-end and back-end. This codebase forms the core of the website's functionality.

6. Content Management System (CMS) Integration: Integration of a CMS to facilitate content creation, editing, and management for the website.

7. A detailed competitor analysis, including the strengths and weaknesses of our competitors.

2. Approach and Planning

2.1 Learning outcomes

The outcome of the project is applicable for all four learning outcomes. The first learning outcome is the core of our project, as we are working to create a website mainly geared toward accessible user interface. The second and third learning outcomes are central to any team effort, and the fourth relates to our cooperation with the Content groups, accommodating various types of content as well as creating a product that requires low maintenance and can be easily modified for future needs.

2.2 Breakdown of the project

This section of the plan serves only as a rough overview: There are many sub-deliverables which will be detailed in the time plan. We have divided the overall plan into three main steps:

Firstly, we will create the core system of the site: A content management database. Then, we will build up a website and interface to make the core system easily accessible, and to display the content from the database. Lastly, we will insert the Content groups' content.

The first step in the creation of the core system is to gather user input, to determine how we build up the database and how users can access and modify it. The core database system is built up first, as it is what our project revolves around. It will be tested mainly using dummy content.

This user input is not only for the core system, but also for the general interface of the site. Once the core system is mostly complete, we will start developing an interface, which will require close cooperation with the Content group to accommodate their content.

Finally, at the end, we will insert the Content groups' finished content into the database. This also serves as a final field test for our systems and allows us to troubleshoot any issues that may come up.

2.3 Time plan

Phase 1: Project Initiation, Ideation and User Research

Project Initiation: Conduct an initial client meeting to understand the project's core objectives, scope, and goals. Define the purpose and expected outcomes of the Pixel Playground Knowledge Database Website.

Brainstorming for Initial Ideas: Brainstorm with the project team to explore initial ideas and concepts for the website. Encourage open discussions and creative thinking to lay the foundation for the project's direction.

User Research and Planning

User Research and Data Collection: Gather valuable data regarding user needs and preferences. Conduct user interviews and surveys to collect data on user expectations, content preferences, and requirements related to the Pixel Playground Knowledge Database Website.

Project Plan Refinement: Review and refine the project plan based on insights gained from user research. Update tasks, milestones, and deadlines as needed.

Phase 2: Design and Prototyping

Wireframes: Develop wireframes, low-fidelity representations of the website's design, to visualize content arrangement, information hierarchy, and navigation pathways.

Mock-ups: Produce visual mock-ups that include design elements like colors, typography, imagery, and layout details, providing a more realistic preview of the website's aesthetics.

Prototypes: Develop interactive prototypes of the website to facilitate user testing and gather stakeholder feedback. These prototypes will allow users to interact with the design and identify usability issues.

Phase 3: Prototype Improvement and Additional Research

Prototype Improvement

Based on usability testing results, make necessary adjustments and improvements to the prototype.
Additional User Research

Conduct additional user research to gather more insights and refine the prototype further.

Conduct a final review of the refined prototype to ensure it aligns with user expectations and project goals.

Phase 4: Development, Testing, and Final Review

Website Development: Translate the approved design into code. Focus on ensuring that the website is responsive across various devices, accessible, and aligned with the design's visual and functional elements.

Testing and Quality Assurance: Perform testing, including usability testing, functional testing, and compatibility testing on various devices and browsers. Identify and fix issues that need resolution.

Final Review and Adjustments: Conduct a final review of the project, considering user feedback and testing results. Make necessary adjustments to the design, functionality, and user interface to ensure the Pixel Playground Knowledge Database Website meets its objectives.

Phase	Effort	Start	Ready
Content management framework			
Website & user interface			
Inserting content			

3. Project Organization

3.1 Team members

Name + Phone + e-mail	Abbr.	Role/tasks	Availability
Donald Umoru. +31687832140	*D.U*	*Member*	5 days a week, during school hours
Mathew Tendean. +31627925695	*M.T*	*Member*	5 days a week, during school hours
Izekor Kingsley. +31610137866	*O.K*	*Member*	5 days a week, during school hours
Dang Khoa Nguyen. +31616247755	*D.K*	*Member*	5 days a week, during school hours

3.2 Configuration management

We structured the GIT repository setup with a branching strategy to ensure that development is organised, collaborative and well tested, and it allows for the efficient management of releases and hotfixes.

The main branch represents the production-ready code.

The dev branch serves as an integration and development branch.

Features branches are used for developing specific features or bug fixes.

Release branches are used for preparing and stabilising releases .

Hotfix branches are created for critical production fixes.

4. Communication

We communicate in person at campus online through different mediums, we have a group section on WhatsApp, Microsoft teams and share our tasks on OneDrive. We attune with each other in a very cordial way. We have decided as a group to coordinate, respect, understand and support each other. These atonements will take place every time we work on our project and every time, we have a group meeting.

Collaboration between groups:

We hold group meetings with every team responsible for website creation, including both the development and content creation groups. These meetings foster cooperation, coordination, and the sharing of requirements and insights.
We hold online meetings using Microsoft Teams, which enables the group members to communicate virtually, exchange development updates, and handle any dependencies or issues that arise across teams.
When appropriate, we hold in-person meetings on campus to foster direct communication between team members and groups and to improve working relationships.